

Jonah Warren

Game Design, Interaction Design, Development

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EDUCATION	Parsons School of Design, New York, New York 2003 Masters of Fine Arts degree in Design and Technology Honors: Valedictorian, Dean's Scholarship Thesis: Unencumbered Full Body Interaction in Video Games
	Bowdoin College, Brunswick, Maine 1999 Bachelor of Arts degrees in Computer Science and Visual Art Honors: Magna Cum Laude, James Bowdoin Scholar, Dean's List
SELECTED EXPERIENCE	Quinnipiac University, Hamden, Connecticut 2014 - now Associate Professor of Game Design and Development Taught and developed original course material for classes in the Quinnipiac Game Design and Development program. Specialized in Game Lab classes, focusing on iterative design, playtesting, and analysis. Students learned how to make games in Unity, critically evaluate them as experiences, and work in small teams. Classes taught: Game Lab I, II, III, IV, V, and VI, Creativity and Computation, Game Design II, Intro to Game Development, Games for All, AR/VR for Games.
	Feedtank, Brooklyn, New York 2004 - 2020 Co-founder, Interactive Director, Developer Co-founded this Brooklyn-based studio that uses new technologies to create playful interactive experiences. Designed, developed and managed installation, game, and app projects from start to finish. Created interactive installations and systems for: Adidas, NCAA, IAC, Kyocera, Crunch Fitness, and the Harlem Children Zone. Exhibited work at Art Basel Miami, DesignEdge in Singapore, NextFest in Chicago, and FILE in Sao Paulo. Appeared in <i>WIRED</i> , <i>Adobe Magazine</i> , and on the Discovery channel. Developed mobile apps for children properties (Poptropica, Sesame Street), brands (MaxMara) and real estate (Brookfield Properties). Released an award-winning iOS game, <i>Pangolin</i> , that was featured by Apple in over 40 countries and downloaded over 700,000 times.
	Teachley, New York, New York 2013 - 2014 Lead Interactive Designer, Developer Worked as lead interactive designer and developer for this New York startup creating educational apps based on cognitive science research. Designed interactive and game scenarios for <i>Addimal Adventure</i> , an iPad app that teaches single digit addition by using visual models to promote conceptual understanding and fact fluency.
	Parsons School of Design, New York, New York 2002 - 2008 Faculty Taught and developed original course material for classes in Parsons School of Design's MFA and BFA programs in Design and Technology. Specialized in creative programming and game design classes. Classes taught: Game Design and Technology, Game Media , C++, Sound and Vision, Java I, Programming and Computation Lab, Flash & Actionscript.

SELECTED EXPERIENCE	gameLab, New York, New York Interactive Designer, Developer 2006 Worked with gameLab (an independent casual game company) and GlobalKids (a non-profit that educates children about global issues) as designer and lead developer in the creation of a game designed to teach kids about the challenges involved in getting an education in an impoverished country. The game, <i>Ayiti: The Cost of Life</i> , has been cited as best practice in the Games for Change community and won Best Simulation on Jay is Games in 2006.	
	New School University, New York, New York Project Manager, Game Designer 2004 Functioned as project manager and game designer in the creation of an online casual Flash game entitled <i>Swing State</i> . The game, funded by New School president Bob Kerrey, was designed to educate students about how the electoral college works.	
LANGUAGES + LIBRARIES	C#, C++, Objective-C, OpenGL, JavaScript, p5.js, XR Interaction Toolkit, OpenFrameworks, Processing, Java, PHP, CSS, XML, HTML.	
SOFTWARE	Unity, Photoshop, Illustrator, InDesign, Flash, Eclipse, XCode, Visual Studio, After Effects, 3D Studio Max, Blender.	
PRESENTATIONS	IndieCade. Gave a talk entitled <i>Tales from the Trenches, by the creators of nominated game Choppy Copies</i> . Online. 2022	
	IndieCade. Gave a talk for <i>Beyond Screens: ALT+CTRL with 2022 Nominee Choppy Copies</i> . Online. 2022	
	Computer Simulation and Gaming Conference. Gave a talk entitled <i>Small Game Engines as Prototyping Tools</i> . Online. 2021	
	TechStars Startup Week. Gave a talk entitled <i>AR/VR Development in the Classroom: Lessons Learned</i> . Online. 2020	
	The Game Developer's Conference. Presented <i>Sloppy Forgeries</i> at <i>The Experimental Gameplay Workshop</i> . San Francisco, CA. 2019	
	Collaborative for Interdisciplinary Studies Symposium. On a panel for <i>Coming Home: Art and the Great Hunger: A Case Study in Game Development for an Exhibition</i> , Quinnipiac, Hamden, CT. 2018	
	A MAZE Festival 2018. Gave a talk entitled <i>The Act of Drawing in Games</i> , Berlin, Germany. 2018	
	CUNY Games Conference 4.0. Gave a talk entitled <i>Facilitating Successful Collaborations in the Creation of Educational Games for Nursing Students</i> , New York, NY. 2018	
	WordHack. Gave a presentation about the use of massive language datasets in my games at Babycastles Gallery, New York, NY. 2017	
	Fictional Game Elements Workshop at CHIPLAY. Presented a paper entitled <i>The Behavior Pioneers Application: An Intentional Community Prototype</i> , Austin, TX. 2016	
	Extending Play 3. Gave a presentation entitled <i>The History of Mark Making in Games</i> , New Brunswick, NJ. 2015	
	NCIN Grand Finale Summit. Presented <i>Gaming the System</i> with Cory Boyd and Mary Ann Glendon, Washington DC. 2014	

EXHIBITIONS

Indie Arcade @ MAGFest. National Harbor, Maryland.	2024
Super Friendship Arcade @ Playtopia. Cape Town, South Africa.	2023
Different Perspectives Art & Games Festival @ Het Bos, Antwerp, Belgium.	2023
Festival Digital @ Ghent, Belgium.	2023
IndieCade @ Online exhibition.	2022
Doodle @ Birmingham Open Media. Online exhibition.	2020
Emmerge by Slamdance @ ArcLight Cinemas, Los Angeles, CA. (Cancelled b/c COVID-19).	2020
Slamdance DIG @ Wisdome. Los Angeles, California.	2020
Whaaat!? Festival @ Colorado University. Boulder, Colorado.	2019
Bit Bash at MSI @ Museum of Science and Industry, Chicago, Illinois.	2019
IdeenExpo @ Deutsche Messe AG, Hannover, Germany.	2019
IndieCade Showcase @ E3, Los Angeles, CA.	2019
Loco Local 5 @ Dolphin Design Center, Baltimore, MD.	2019
Day of the Devs GDC Edition @ The Game Developer's Conference, San Francisco, CA.	2019
Indie MEGABOOTH @ The Game Developer's Conference, San Francisco, CA.	2019
Yorkshire Games Festival @ The National Science and Media Museum. Bradford, UK.	2019
Miami @ Play @ Filmgate Miami Interactive Festival, Art Basel, Miami, FL.	2019
Day of the Devs @ The Midway, San Francisco, CA.	2018
Print Screen Festival @ Design Holon Museum, Holon, Israel.	2018
Fantastic Arcade @ Alamo Drafthouse Mueller, Austin, Texas.	2018
Terminus Conference and Festival @ Hilton Atlanta, Atlanta, GA.	2018
Games by the Sea @ C:\SideQuest, Brighton, UK.	2018
Wallpaper @ Babycastles, New York, NY.	2018
AMAZE Festival @ Urban Spree, Berlin, Germany.	2018
Leftfield Collection, EGX Rezzed @ Tobacco Dock, London, UK.	2018
Death By Audio Arcade Demo Night @ Cloud City, Brooklyn, NY.	2018
Games Are For Everyone @ The Caves, Edinburgh, UK.	2017
SAAM Arcade @ Smithsonian American Art Museum, Washington DC.	2017
AMAZE Festival @ Haubentaucher, Berlin, Germany.	2017
WordPlay @ British Library, London, UK.	2016
Now Play This – London Game Festival @ Somerset House, London, UK.	2016
NYC Arcade @ NYU Game Center, New York, New York.	2015
Polymechanon – Interactive Science Park @ Athens, Greece.	2010
Performance with Mercury Rev @ The Stone, New York, New York.	2008
Performance with Shelley Burgon @ The Schenectady Museum, Schenectady, New York.	2008
Electronic Language Festival 2008 @ SESI, Sao Paulo, Brazil.	2008
Art Basel @ GenArt Exhibition, Miami, Florida.	2007
Enzimi Art Festival @ Mattatoio, Rome, Italy.	2007
NextFest 2006 @ The Javits Center, New York, New York.	2006
BAPLab @ The 3rd Ward , Brooklyn, New York.	2006
DesignEDGE Conference & Expo @ Singapore Expo, Singapore.	2005
NextFest 2005 @ Navy Pier, Chicago, Illinois.	2005
Version Media Festival 2005 @ Zhou B. Center, Chicago, Illinois.	2005
Interactive Multimedia Culture Expo @ Chelsea Art Museum, New York.	2005
EA50 - 50 Emmerging Artists @ HERE Art Gallery, New York, New York.	2004
Compact Impact @ TKNY, New York, New York.	2004

GRANDS
FUNDED

Scholarship and Creative Works Impact Grant . <i>Development of an Educational Digital Escape Room.</i> Funded by Quinnipiac University. \$4,000.	2023
Investigator Stipend Award and Grant-In-Aid Award. <i>Extending a VR Sculpting Game.</i> Funded by Quinnipiac University.	2023
Innovation Fellow Award. <i>AR/VR Certificate Proposal.</i> Funded by Quinnipiac University.	2022
Investigator Stipend Award. <i>Imitative Counterpoint.</i> Funded by Quinnipiac University.	2019
Investigator Stipend Award. <i>Bridge Words.</i> Funded by Quinnipiac University.	2017
Innovation Grant. Funded by Quinnipiac University, with Sheila Molony, Eileen Hermann, Carolyn Macicia, Greg Garvey, and Gary Pandolfi. \$8,000.	2016
Innovation Grant. Funded by the Robert Wood Johnson Foundation, with Cory Boyd and Mary Ann Glendon. \$10,000.	2014 - 2015
Investigator Stipend Award. <i>A Full Bodied Play Authoring Tool.</i> Funded by Quinnipiac University.	2015

CONFERENCE
EXHIBITIONS

Meaningful Play. VR game <i>Choppy Copies</i> accepted but unable to attend, Lansing, MI.	2022
Frameless XR Symposium. Presented VR game <i>Choppy Forgeries (Choppy Copies)</i> , Rochester, NY.	2021
IEEE Games, Entertainment & Media. Presented VR game <i>Imitative Counterpoint</i> , New Haven, CT.	2019
Extending Play 3. Presented <i>Word After Word</i> , New Brunswick, NJ.	2016
IEEE Games, Entertainment & Media. Presented <i>Factor: A Game About Matching Common Factors</i> , Toronto, Canada.	2015
Edugaming Conference. Presented game <i>Factors</i> , Schnecksville, PA.	2015

PUBLICATIONS

Warren, Jonah. <i>Making Copies: The Creation of a Virtual Reality Sculpting Game</i> , Well Played Journal. Pittsburgh, PA. ETC Press (Carnegie Mellon).	2024
Warren, Jonah. <i>Enhancing Art Appreciation Through Immersive Recreation Games</i> , 8th International Conference of the Immersive Learning Research Network Proceedings.	2022
Warren, Jonah. <i>Tiny Online Game Engines</i> , IEEE Games, Entertainment and Media Proceedings.	2019
Warren, Jonah. <i>Teachley: Addimal Adventure. Chapter in Learning, education & games vol. 3: 100 Games to Use in the Classroom & Beyond.</i> Pittsburgh, PA. ETC Press (Carnegie Mellon).	2019
Warren, Jonah. <i>Ayiti: The Cost of Life. Chapter in Learning, education & games vol. 3: 100 Games to Use in the Classroom & Beyond.</i> Pittsburgh, PA. ETC Press (Carnegie Mellon).	2019
Boyd, Cory; Warren, Jonah; Glendon, Mary Ann. <i>Gaming the System: Developing an Educational Game for Securing Principles of Arterial Blood Gases.</i> Journal of Professional Nursing.	2016
Warren, Jonah. <i>The Behavior Pioneers Application: An Intentional Community Prototype</i> , CEUR Workshop Proceedings.	2016
Warren, Jonah. <i>Factor: A game about matching common factors.</i> 2015 IEEE Games Entertainment Media Conference (GEM).	2015

AWARDS + NOMINATIONS	Best Live Action Game Nomination for Chopy Copies , IndieCade.	2022
	FilmGate 2018 Best Game Award, Miami @ Play Filmgate Miami Interactive Festival.	2018
	Human Human Computer Multiplayer Nomination for Sloppy Forgeries , AMAZE Awards.	2018
	Human Human Computer Multiplayer Award for Word After Word , AMAZE Awards.	2017
	Apple Design Award for Teachley: Addimal Adventure , Apple.	2014
	Best Mobile Arcade Game of 2012 for Pangolin , Jayisgames.	2012
	Bob the Builder Website , American Library Association Great Website for Kids.	2008
	Best Simulation of 2006 for Ayiti: The Cost of Life , Jayisgames.	2007
	First Place - Street Art Category for Dance Floor Moves , Third Place Gallery.	2004
CONFERENCE POSTERS	Warren, J., Molony, S., Maicica, C., Herman, E., Garvey, G., Pandolfi, G. <i>Student-Designed Learning Mini-Games in Higher Education for Use in the Classroom: Creating an Educational Video Game About Pharmacology with Game Design and Nursing, A Case Study</i> . Meaningful Play, Lansing, MI.	2018
	Warren, J., Garvey, G., Francois, B. <i>Coming Home: Art and the Great Hunger: A Case Study in Game Development for an Exhibition</i> . IEEE Games, Media and Entertainment. Galway, Ireland.	2018
	Molony, S., Warren, J., Macica, C., Hermann, E., Garvey, G., Pandolfi, G. <i>Developing a Pharmacology Mini-Game</i> . AACN Baccalaureate Education Conference. Atlanta, GA.	2017
FEATURES + PRESS	Softonic, Top 7 IndieCade Games of E3 2019 . ➡	2019
	Paste Magazine, <i>The 10 Best Games of GDC 2019</i> . ➡	2019
	Game Informer, <i>The Best Indie Games of GDC 2019</i> . ➡	2019
	US Gamer, <i>Indie Games We Loved at GDC 2019</i> . ➡	2019
FEATURES + PRESS	Softonic, Top 7 IndieCade Games of E3 2019 . ➡	2019
	Paste Magazine, <i>The 10 Best Games of GDC 2019</i> . ➡	2019
	Game Informer, <i>The Best Indie Games of GDC 2019</i> . ➡	2019
	US Gamer, <i>Indie Games We Loved at GDC 2019</i> . ➡	2019
	Fox61, <i>Quinnipiac professor's video game wins acclaim</i> .	2018
	Gamespot, <i>10 Exciting Games You May Not Know About</i> . ➡	2018
	Eurogamer, <i>EGX Rezzed 2018: The best games from this year's show</i> . ➡	2018
	Advance for Nurses, <i>Quinnipiac Students Create Game about Arterial Blood Gas Analysis</i> .	2015
	Hartford Business Journal, <i>QU wins \$10K grant to create web game for nursing students</i> .	2014
	#5 of Best Free Games for iPhone and iPad for Pangolin , Macworld UK.	2013
	New and Noteworthy in 40+ Countries for Pangolin , by Apple in AppStore.	2013
	Adobe Magazine, <i>New Interactive Spaces</i> , interviewed about work and process. ➡	2008