Jonathan Palmer

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Work Experience

Technical Designer, Microsoft, Redmond WA (January 2020 - Current)
- Rapid prototyping to inform a multi-million-dollar AR hardware investment decision
- Implementing technical cutting-edge input & presence AR technologies
- Building AR speech interaction systems to enable users to enjoy voice-controlled holograms
- Iterate on predictive input systems to further enable smooth AR interactions
- Contribute to a positive work environment despite the challenges of remote & pandemic

UX Designer, Microsoft (May 2019 - January 2020)
- Designed the Custom Commands interface, a development tool for authoring voice assistants
- Provided technical review and feedback for the Microsoft SpeechSDK documentation and samples

Technical Designer, Microsoft (contracting April 2018 - May 2019)
- Constructed & refactored features for Mixed Reality Toolkit (a toolkit used by 100+ enterprise developers)
    o Iterated and built the Pressable Button, the primary form of providing controls.
    o Upgraded the Tooltips for the MRTK 2.0 release
- Assisted in refactoring and prototyping features for AltspaceVR

Game Developer, Hardlight VR, Seattle WA (July 2015 - Jan 2018)
- Developed VR demos and tools for the Hardlight Suit, a haptic feedback jacket
- Created custom Unity & Unreal editor tools for haptic research & asset creation
- Assisted with the company's Kickstarter+BackerKit achieving $187k of the $80k goal

Game Developer, MAGIC Spell Studios, Rochester NY (Feb 2016 - Aug 2016)
- Selected for grant program to hire self and others to develop *Attunement* (see next section)
- Implemented features and gameplay mechanics while tracking and squashing bugs
- Managed multidisciplinary team of 5 in addition to other roles

Projects

Attunement, an arena brawler multiplayer game made in Unity (Jan 2016 – Current)
- Designed and iterated on 30 polished gameplay abilities
- Implemented utility theory decision making and navigation for Bots
- Constructed entire game architecture including loading, interface, and asset systems
- Presented game at multiple indie developer events to gather player feedback
- www.AttuneGame.com

Skills

- Languages: **C#**, Lua, C++, Python, HTML, CSS
- Other Skills: **Rapid prototyping**, Editor tools, Refactoring, Debugging, Cloud speech technologies
- Certifications: Machine Learning (Coursera)

Technologies

Core Tools	Developer Tools	Source Control	General Tools
- Unity 3D (9 years)	- Visual Studio	- Git	- Microsoft Azure
- Unreal (1 year)	- VS Code	- Perforce	- Photoshop / GIMP
- Microsoft Office	- OBS	- JIRA	- Trello
- Google Sheets	- ImageMagick	- Azure DevOps	- nanDECK

Education – Rochester Institute of Technology, Rochester NY   **GPA:** 3.9

M.S in Game Design and Development   Completed – Apr 2016

B.S. in Game Design and Development   Completed - Aug 2014