



Jeffrey Barkun

GAME DESIGNER

Unity 3D, C#, Unreal Engine, Adobe CS, Atlassian Confluence, Atlassian BitBucket, Sourcetree, ProtoPie, GitHub, Invision, draw.io, Maya, Asana, Trello, Microsoft Office

✉ jeffrey@BarkunJGames.ca

✂ @BarkunJ_Games

🌐 BarkunJGames.ca

☎ 1.226.989.3423

WORK EXPERIENCE

Find Your Fun Studios | Wizards of the Coast

June 2021 - December 2023
Game Designer



TASKS

- Designed small-scale games for a preschool audience
- Created and maintained wiki pages for different games and mechanics
- Discussed designs with a cross-functional team and made updates based on feedback
- Designed and adjusted mechanics to fit with recognizable brands

ARVision Games

December 2020 - June 2021
Game and Level Designer



TASKS

- Presented design solutions for different stages (including minimum viable product and variants for A|B Testing)
- Designed and developed features in a generalized way so that future similar features can re-use it
- Collaborated with a Senior Game Designer to design monetization strategies

Marion Surgical

August 2019 - March 2020
Game Developer



TASKS

- Worked with a variety of technology (including VR and Hand Tracking)
- Collaborated with a cross-functional team
- Expanded upon systems presented by other team members
- Refined functions based on feedback from clients

Embreate

January 2019 - March 2019;
June 2019
Game Designer
(Completed Contracts)



TASKS

- Prototyping a variety of mechanics for multiple casual games
- Researching game trends and similar game mechanics, and presenting the findings to the team
- Advocated for accessibility features
- Designed for various input devices (including mouse/keyboard, gamepad, mobile devices, and Tobii Eyetracker)

supAR Games

October 2018 - January 2019
Game Designer Consultant



TASKS

- Worked on game behaviours, economy systems, and user interface for an unreleased mobile game
- Presented mechanics through flow diagrams and storyboarding

CONTINUED: see flip side



Sheridan College Department of Sustainability

January 2016 - April 2016
Game Designer, Programmer
& Researcher (Co-op)



TASKS

- Worked with team and client to design game concept and prototype
- Contributed to Game Design Document and Research Document
- Developed a system that would change based on the current time and how long since the player inputs an action

VOLUNTEER

Game Jam Hamilton

July 29, 2017
Game Design Mentor & Volunteer



TASKS

- Mentored participants on designing unique game mechanics around the Jam's theme
- Event Setup

PROJECTS

Disco Is Dead!

July 2016 - April 2017
Game Designer, Programmer,
& Various Roles



AWARDS

LevelUp Best Game Overall (1st), Technical Innovation (1st), Artistic Achievement (1st); Toronto Game Devs Best PC-Only Game 2017 (3rd)



SHOWCASED AT

GDC Alt.Ctrl Showcase 2018; LevelUp Showcase 2017; Different Games 2017; CNE's Gaming Garage 2017; Game Slice 2017



TASKS

- Balanced score system in Microsoft Excel
- Problem-solved enemy behaviors
- Hosted creative sessions for the team
- Developed Cutscene Editor

EDUCATION

Sheridan College Honours Bachelor of Game Design

September 2013 - April 2017



GRADUATED WITH

- High Honours (GPA of 3.82)
- Sheridan Board Undergraduate Certificate in Creativity & Creative Problem Solving

Conestoga College Design Foundations

September 2012 - April 2013