



Jeffrey Barkun

GAME DESIGNER

Unity Engine, C#, Unreal 5, Adobe CS, Atlassian Confluence, Atlassian BitBucket, Sourcetree, ProtoPie, GitHub, Miro, Figma, Jira, Slack, Microsoft Office

✉ jeffrey@BarkunJGames.ca

🐦 @BarkunJ_Games

🌐 BarkunJGames.ca

☎ 1.226.989.3423

NOTABLE WORK EXPERIENCES

Echelon Prime Inc.

October 2024 - May 2026
Game and Level Designer

🔧 TASKS

- Create and refine intuitive interactions in a game meant for kids
- Documenting and detailing behaviours in wikis for gameplay systems
- Design and iterate freemium and premium economy systems in spreadsheets
- Guided and mentored a Junior Designer

BarkunJ Games

April 2024 - February 2025
Solo Indie Developer

🎮 GAME SHIPPED

Dressipher (Google Play)

📍 SHOWCASED AT

Toronto Game Expo 2024, CNE Gaming Garage 2024

🔧 TASKS

- Independently craft multiplayer experiences using Relay servers in Unity
- Launch updates during playtesting
- Plan themes for game content in a F2P dress-up multiplayer mobile game

Find Your Fun Studios | Wizards of the Coast

June 2021 - December 2023
Game Designer

🔧 TASKS

- Designing fun and educational games for preschool kids and different player types
- Writing full design specs in detailed design documentations for over 10 family-friendly mini-games based around licensed IPs
- Communication and collaboration with a small team of other designers about various aspects including player progression and rewarding players
- Contribute templates that reduced workload when prototyping (both paper and digital prototypes) and creating ideation sessions
- Collaborate with a cross-functional team (including developers, artists, educators, and product managers)

ARVision Games

December 2020 - June 2021
Game and Level Designer

🔧 TASKS

- Pitch design concepts for different stages (including minimum viable product and variant testing)
- Creatively designed and develop features in a resourceful way so that over 10 variants can be made from a few scripts
- Communication with a Senior Game Designer to design for different KPIs (including player retention, engagement, and monetization)

CONTINUED: see flip side

Marion Surgical

August 2019 - March 2020
Game Developer

TASKS

- Scripting with a variety of innovative technology (including VR and Hand Tracking)
- Create and edit game data in XML files
- Expand upon existing systems presented by other team members
- Fine-tune functions based on feedback from clients

Embreate

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

TASKS

- Prototyping and iterating a variety of mechanics for casual web games
- Researching game industry trends and present the data to the team
- Advocated for accessibility features
- Generating user experience for over 3 input devices (including mobile platforms and Tobii Eyetracker)

supAR Games

October 2018 - January 2019
Game Designer Consultant

TASKS

- Multi-task on game behaviors, economy design, and UX flows for an unreleased mobile game
- Presented mobile game design mechanics through flow diagrams, storyboarding, and wireframes

PROJECTS

Disco Is Dead!

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

4 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

- Balancing score economy design for levels in Microsoft Excel Spreadsheet
- Proactive problem-solving in 3Cs for innovative control scheme
- Coordinate and organized creativity sessions for team to generate ideas
- Create and document Cutscene Editor

EDUCATION

Sheridan College

Honours Bachelor of Game
Design

September 2013 - April 2017

GRADUATED WITH

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

Conestoga College

Design Foundations

September 2012 - April 2013