

John Nesky

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Feel Engineer at [thatgamecompany](#)

Santa Monica, CA

2011-present

Unannounced game

[Journey](#) (released March 13, 2012)

- Designed and developed accessible, dynamic camera and avatar control.
- Recognized in the 2014 Forbes Magazine 30 Under 30 list of influential game developers for my work on Journey and for my presentations on its design.
- The game received over 9 Game-of-the-Year awards along with dozens of trophies.
- The fastest selling game on the PlayStation Network, inspiring a passionate fan base.

Adorkable Games

2012-present

[Two-Faced](#)

- Developed mobile match-3 game with in-app-purchases.

[Molydeuxsa](#)

- Developed tense arcade game in under 48 hours for the 2012 What Would Molydeux? Jam.
- Molydeux himself said [it was "one of the most fun" entries](#).

Selected Independent Development

ongoing

[Beep Box](#)

- Solo developed web app for creating and sharing chiptunes, synthesized in the browser.
- Designed intuitive interface and innovative method of sharing without any backend.

[Planet of the Forklift Kid](#)

- Solo developed physics puzzle game for the Video Game Name Generator Competition.
- 28 million total plays, 4,000+ daily. [Featured](#) on JaylsGames.

[Box2D](#)

- Maintained Flash and C++ branches of the open source physics engine (May 2008-April 2009).
- Added support for building concave static environments.

Technical Game Designer at [ZipZapPlay](#)

San Francisco, CA

2007-2010

Baking Life (offline as of January 31, 2012)

- Developed and maintained the Flash client for Facebook game with over 4 million DAU.

[PlayCrafter.com](#) (offline as of May 24, 2011)

- Developed an easy game platform, physics integration, GUI systems, XML serialization.

Carnegie Mellon Game Creation Society

2004-2007

- Credited on 15 games in various roles including programmer, designer, artist, and animator.

Platforms

PlayStation 3, Flash, Unity, Facebook, iOS, Android, Mac OS X, Windows, GBA

Presentations

"Facilitating Stories in Journey"	DigiWorld Game Summit	November 2012
	Georgia Tech VGDev	April 2013
"Partners: Finding a Work-Love Balance"	ENJMIN Video Game Workshops	January 2013
"Gamatography"	Georgia Tech VGDev	April 2013
	PAX Dev	August 2013
"Camera Design with Love"	DigiWorld Game Summit	November 2013
	GCAP	October 2013