

# John Sonner III - Video Game Designer

Email: [johnsonner37@gmail.com](mailto:johnsonner37@gmail.com)

Portfolio: <https://www.johnsonneriii.com>

Objective/Goal:

Gameplay Designer with a strong foundation in C#, Unity, and UI design, seeking to contribute my skills and creativity to Bethesda Softworks in designing engaging gameplay experiences.

## SKILLS

Programming Languages: Python (1 Year) C#(4 Years)

Design Tools: Meshroom (1 Year), Blender (3 Years)

Game Engines:Unity (4 Years)

Practical Skills: Teamwork, Quick Learner, Effective Communication Skills

## EXPERIENCE

Food Lion, Mountain Road- *Produce Associate*

2021- 2021

- Responsible for making sure that the produce section of the store was properly filled and stocked. Promptly unloaded trailers to the walk-in fridge to prevent spoilage.

Amazon, Dorsey Run Rd- *Warehouse Associate*

2021- 2023

- Managed inventory and optimized package sorting, demonstrating an ability to work efficiently in high-pressure, time-sensitive environments.
- Collaborated with a diverse team to achieve daily goals, honing communication and team working skills.

Chick-Fil-A- *Front of House/Delivery*

2023- Present

- Responsible for making sure that orders are taken in the drive-through and that orders are delivered on time to the customer.

## EDUCATION

University of Baltimore, Baltimore, MD- *Senior*

Member of the National Society of Leadership and Success

Member of the Helen P. Denit Honors Program

Chesapeake Science Point, Hanover, MD- *High School Diploma*

Member of the National Honors Society

## Projects

They Can See Me - *Unity Project*

Roles: *Creative Director, Lead Designer, Programmer (C#)*

Spring 2023

- Led the design of core gameplay mechanics, implemented AI behaviors, and handled C# scripting to create a responsive player experience.

Call of Quack - *Unity Project*

Spring 2024

- Programmer (C#), UI Designer, Level Designer
- Designed levels and UI interfaces, focusing on player engagement and intuitive navigation.

Iron Echos: Zenith's Rising - *Unity Project*

Fall 2024

- *UI Director, UI Designer, UI Programmer (C#)*
- *Directed the design and implementation of the user interface, ensuring a seamless experience for players.*

### *World Climber - Unity Project*

*Spring 2024*

*Director, UI Designer, Gameplay Programmer (C#)*

*Developed interactive UI and Gameplay elements, providing feedback loops to enhance player immersion and gameplay flow.*

### **Hobbies**

- **Tabletop Roleplaying Games (Dungeons & Dragons, Vampire: The Masquerade, etc.)**  
— Focused on world-building, storytelling, and game mechanics.
- **Coin Collecting** — Engaged in research, cataloging, and analysis, demonstrating attention to detail.