

# John Bernhelm

## VR & Game Designer

[www.bernhelm.net](http://www.bernhelm.net)

john@bernhelm.net  
San Francisco, CA  
650 995 4376  
@Bernhelm

## Creative Design, Prototyping, Storytelling

Technical designer passionate about VR/AR with ten years of experience galvanizing teams to craft games and stories from a player-first mentality.

Unreal 4 - Blueprint   Unity - C#   Lua   C++   Maya   Photoshop

## Oculus Story Studio

2016-2017

### Senior Experience Designer | The Wolves in the Walls

- Owned multiple scenes in production, designing sequence flow, event scripting, and coordinating with lighting, sound, props, and animation.
- Created dozens of Unreal 4 VR prototypes including object interactions, AI systems, locomotion mechanics, and world-scale shifts.
- Built and pitched a novel multi-user social Unity VR prototype.

## Wevr

Jan-May 2016

### Lead Design | Gnomes & Goblins (Preview)

- Led experience design, layout, and scripting for Unreal 4 VR project in collaboration with Academy Award-winning director Jon Favreau and animation supervisor Andy Jones.

## Telltale Games

2015-2016

### Interactive Story Design | The Walking Dead: Michonne Episode 2 (Lead) | Tales from the Borderlands Episodes 4 (Lead), 3, 2

- Owned player narrative experience throughout production, designed environment layouts, and co-wrote story scripts with writing team.

## Double Fine Productions

2012-2014

### Project Lead | Steed

- Developed unique action prototype voted the #1 pitch by fans during public two-week game jam.

### Game Design | Massive Chalice

- Designed systems and levels for epic turn-based strategy game.
- Co-led a \$1.2 million Kickstarter campaign that exceeded its fundraising goal by 65%.

## Naughty Dog

2011-2012

### Game Design | Uncharted 4: A Thief's End

- Created over a dozen game mechanic and puzzle system prototypes to push the boundaries of melee combat and adventure puzzles.

### Game Design | Uncharted 3: Drake's Deception

- Choreographed and scripted game-opening "bar brawl" level.
- Level scripting and placement, combat and boss encounter design.

## EA Visceral Games

2008-2010

### Player and NPC Combat Design | Dante's Inferno / Trials of St. Lucia

- Designed and implemented a full suite of player combat abilities.
- AI behavior and attack design for over a dozen enemies and bosses.

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## Independent VR Projects

I've been building VR experiences in Unreal and Unity since 2014 including:

- **Roo Riders:** Pilot your robotic kangaroo through procedurally-generated levels full of pitfalls and enemy robots.
- **Monster Barber:** Run a barbershop for giant hairy monsters, giving them stylish or terrifying haircuts using touch controls.
- **Bat Touch:** A creature encounter where you use Leap Motion to interact with a cute AI-driven bat. Top 20 finalist in the Leap Motion 3D jam 2015.

## Education

### Georgia Institute of Technology

B.S. | Computational Media, High Honors 2008

- Team lead for 12 student game projects including interactive fiction and games for pc, Atari 2600, and Game Boy Advance.
- Led "XNA Playing" research team advised by Ian Bogost.

### Internships:

- Design Intern EA LA | Steven Spielberg's "LMNO" - 2007
- Production Intern EA Tiburon - 2006

## Game Community Leadership

**Juror | Indiecade**

2011 - Present

**Conference Associate | Game Developer's Conference**

2007 - 2010

**Founder | Extra Life for Kids**

2003 - 2007

- Raised over \$25,000 for children's hospitals by creating first-ever series of charity gaming marathons.

## Interests and Hobbies

- VR/AR, film, animation, and comics.
- Scuba diving, hiking, ukulele, animals, and extremely spicy food.
- Karaoke-ing rock hits of the 80s.