

john c. richardson

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aims

Real-world education through doing, listening, and gathering. Making interactive games fun again, and computers more than just interfaces. Fusing the everyday with learning, discovery, and sharing.

experience

President, Co-Founder

May 2006 - Present

Emerson College Game Developers Association, Boston, MA

- Supervise all productions, meetings; direct small teams on primarily Flash, XNA, mods
- Serve design, production, technical, admin roles as needed
- Handling co-org, event, and local reachout/sponsorship
- Work funding, approve budgets, proposals, etc and oversee basic curriculum/schedules

New Media Developer

Sept 2005 - Present

Emerson College, Boston, MA

- Co-Director on *Median* media content delivery platform ("YouTube on steroids")
 - Serves streaming video, audio, images, and Flash; built on AS 3.0 and FMS
- Co-Created RIA *StageDoor*: admission and audition portal for Emerson Performing Arts dept;
 - the first such database/AJAX-driven application in the country

Intern

Dec 2006 - Jan 2007

Boston Game Jam, Cambridge, MA

- Support for first-ever Boston Game Jam event at MIT Education Arcade
- Assisted in organization and management; aided development in design, testing, some coding
- Webmaster and post-Jam wrap-up (press, etc)

Web / IT Manager, Interactive Consultant

May 2005 - Jan 2007

ten12, Inc., Rochester, NY / Boston, MA

- Managed ten12 Records website, web marketing, search engine optimization, server
- Oversaw organization of contacts/company info for efforts in licensing music for game developer/publishers

Web & Online Media Designer/Consultant

Jun 2003 - Jun 2006

Self-employed, Rochester, NY

Freelance for everything from self-employed artists to small businesses. Also managed two successful *The Sims/SimCity* fansites and consulted for *The Sims 2* on console (2005) and *The Sims 2 Pets* (2006) with Maxis EARS.

education

Emerson College

BFA Visual Media Arts/New Media, Psychology, expected 2009

Co-Curricular: Game Developers Association, Digital Culture Learning Community, Digital Media Show, Student Government Association, Digital Media Group

skills

Languages: ActionScript 2/3, PHP 5, C#, ColdFusion MX, JavaScript, HTML, TorqueScript, MXML

Applications: Maya, Flash, Visual Studio, Dreamweaver, Photoshop, Fireworks, Acrobat, Office, XNA, Torque

Platforms: Win XP/2K, Linux, OSX, my/postgre/MS SQL, ASP.NET, IIS 4-5.0, Xbox 360

Apropos: 3+ years game creative and technical design, story, QA/testing. 8+ years all-purpose web development. 4+ years educational, organizational, and administrative experience (marketing, budgeting, production, events).