

john c. richardson interactive games and web apps

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aims

Making interactive games and applications that are fun, accessible, and enable everyday discovery and sharing. Merging the creative and conceptual with applied technical knowledge and an interdisciplinary development experience.

experience

President, Co-Founder

Feb 2006 – May 2009

Emerson College Game Developers Association, Boston, MA

- Supervised all productions, meetings
- Directed small teams across many technologies/applications
- Served design, production, technical, admin roles as needed
- Handled reachout/sponsorship, funding, schedules

New Media Developer

Sept 2005 – May 2009

Emerson College, Boston, MA

- Co-Director of *Median* streaming Flash media content delivery platform
- Co-created admission/audition portal for Performing Arts dept
 - first such database/AJAX-driven application in the country

Intern

Dec 2006 – Jan 2007

Boston Game Jam, Cambridge, MA

- Support for organization and management; aided development in design and testing for first-ever Boston Game Jam event at MIT Education Arcade

Web / IT Manager, Interactive Consultant

May 2005 – Jan 2007

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

- Managed website, web marketing, SEO, server; oversaw data for efforts in licensing music for games

Independent Web, Online Media Designer/Consultant Jun 2003 – Jun 2006

Rochester, NY

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

education

Emerson College, Boston, MA

Bachelor of Fine Arts, Interactive Media, May 2009 (Magna Cum Laude)

Minor in Psychology

- *Outstanding Senior in Interactive Media Certificate*, May 2009
- *Who's Who Among Students in American Universities and Colleges*, 2009
- *Significant Contribution to Campus Life Award*, April 2007
- Co-Curricular: Game Developers Association, Digital Culture Learning Community, Digital Media Show, Student Government Association, Digital Media Group

McQuaid Jesuit High School, Rochester, NY

2005

skills

4+ years game creative and technical design, evaluation, story, QA.

8+ years all-purpose web development, consulting, server administration.

4+ years educational, organizational, and administrative experience.

Languages: ActionScript 3.0, JavaScript, PHP 5, ColdFusion MX, C#, MXML, TorqueScript, Objective-C

Software: Adobe CS4 (inc. Flash, Dreamweaver, Photoshop, Fireworks), Visual Studio, XNA, Maya, Flex, Acrobat, my/postgre/MS SQL, Torque X/GE

Platforms: Windows, Mac OSX, Linux/Unix, Xbox 360, iPhone, IIS