**Game Developer Research Paper - Ron Gilbert**

Ron Gilbert is a creative and reputable game developer who has been breathing life into his ideas since 1980’s. He’s a programmer, producer, and designer of computer games, and he was born in La Grande, Oregon on the brand new year of 1964. Due to the fact that his father, David E. Gilbert, was an astrologist, a physicist, and a professor of the East Oregon State College, Ron was indeed a science fanatic. With this influence and with the rise of video gaming (the Atari 2600 being a highlight), Ron gained interest in the virtual world during 1977. In this year however, Ron discovered something that would change his life forever – the first Star Wars film. After that, he had discovered a TI-59 calculator, which his father had showed him. With the observation pertaining to the fact that the calculator had the capability to do so many calculations and to run program, Ron began to truly pursue computer programming.

In Ron Gilbert’s opinion, the Commodore 64 an immensely tedious and primitive creation system, so in college, he programmed a revised version of it called “GraphicsBASIC” in 1984. Ron Gilbert, throughout his life, has loved telling stories as well as playing videos games – two things that mesh together well. Being an accomplished person, Ron’s dreams had come true, and in 1985, he was given a job at LucasFilm games (now LucasArts, which Ron Gilbert refuses to call it), the video game counterpart company of the company who created “Star Wars.” At the beginning of this career, he ported two Atari 400/800 games called “Ballblazer” and “Koronis Rift.” After this, in 1986, Ron Gilbert and his friend Garry Winnick created “Maniac Mansion,” a humorous and entertaining cult-classic game point-and-click adventure game about teenagers, a mansion, and (seriously) an evil tentacle. This could be considered a landmark and a true start of Ron Gilbert’s career.