John "Seg" Seggerson

It's dangerous to develop alone. Take Seg!

Designer + Programmer

Seg's experience brings you the opportunity to create interactive narratives that engage the audience in rich, meaningful experiences, and expand the potential of your team in a respectful and rewarding environment.

Statistics

- 📅 6+ Years in Game Development
- 📓 New Media, BFA, Emerson College
- ⬇ 64 Individual Releases
- ✴ 11 Franchises
- 🖥 11 Platforms
- 🛡 16 Seasons

Skills

- Creating, designing, writing, and managing engaging narrative experiences in dramatic and comedic genres.
- Managing and directing creative and technical members of a production team.
- Asset production pipeline management and process definition.

- API development.
- Localization production and implementation.
- Web technology planning and development.
- Integrating Internet and social media technologies to game design and development.
- Interactive Video Production.
- Event planning and management.

- Programming Languages & Technology including:

Lua	JavaScript	ActionScript
Dialog Systems	PHP	HTML5
Python	Ruby (Ruby on Rails)	CSS
Unity	ColdFusion	

- Development and Submissions for these platforms:

Desktop:	Xbox 360	iOS
- Windows	- XBLA	
- Mac OS X	- Retail Disc	
- Steam	PlayStation 3	
(with Steamworks)	- PSN	
	- Retail Disc	

More Information & Portfolio

Detailed portfolio & other information is included on the following two pages and at this resume's website: **http://theseg.github.io/**

Contact Info

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Project Positions

Creative Director

Space Between Studios — Oct 2012 - Current

Pre-production for non-fiction title "Understanding Video Games," a video game narrative illustrating how video games communicate to a player, using a video game. Seg is developing the project with editorial contributions from the gaming community.

Special Projects Producer

Telltale Games — Jan 2012 - Jul 2012

Seg co-developed the analytics system for The Walking Dead. The system gathered telemetry data of gameplay and audience profiles for public display of choice information and internal analysis.

In addition, Seg worked as assistant producer for Microsoft Xbox 360 submissions though Business Operations Offer Management (BOOM) and other contacts.

Puzzle Design & Implementation

Telltale Games — Feb 2010 - Dec 2011

Seg's puzzle designs for the Puzzle Agent series (including 'The Maw of Madness') blended mental challenge and narrative discovery. Design & production processes included implementation of prototypes using LUA and proprietary tools along with working with artists on specifications and art deliverables.

Build & Distribution Engineer

Telltale Games — Apr 2007 - Feb 2010

Managed and produced builds for monthly episodic releases on digital and disc based platforms for simultaneous release. Seg created specifications and implementation for all builds internally to QA and for public facing features and experiences.

Work included developing installers, build management systems, release art specifications and implementation, Steamworks integration, and submissions for consoles and desktop platforms.

Web Design & Programming

Contract — Feb 2013 - Current

Front-end web development using PHP, CSS, LESS, JavaScript, and related technology for Internet comic strip. Seg designs the layout in consultation with IP owners and develops social media tools for promotional purposes.

Content Programmer

Telltale Games — Feb 2010 - Dec 2011

With a background in world building, interface wiring, dialog writing & logic, cinematography, narrative game play, and interactive fiction, Seg produced award winning narrative experiences for console, desktop, and mobile platforms. Development was using the Telltale Games Tool with Lua and a proprietary dialog system.

Duties also included localization, platform ports, achievement design and writing, statistical analysis, Steamworks integration, TCR/Lot Check/TRC support, and other content development.

Co-Founder & Event Producer

Ümloud! — Nov 2009 - Current

Ümloud! is a non-profit organization which holds an annual charity concert to support Child's Play and over 70 children's hospitals around the world. Individuals donate to perform a live concert using the game Rock Band on DNA Lounge's concert stage; an experience you can't get in your living room!

As co-founder and lead event producer, Seg has helped raise over $80,000 for children's hospitals around the world since 2009.

Lead Web Developer

Emerson College — Apr 2005 - Mar 2007

The department of Enrollment and Student Affairs needed to improve processes and systems across different departments. A number of processes for housing, performing arts, admissions, and other departments needed tools to increase productivity and customer experience.

Seg and his team developed web based tools to aid staff and students in various aspects of college life. The college improved not only efficiencies and worker productivity, but reduced economic and other variables in the admission process. Seg initiated processes that lead to fairer practices and quality experiences in the admissions process and other aspects of student life.