John "Seg" Seggerson

It's dangerous to develop alone. Take Seg!

Designer   Programmer   Producer

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	

Contact Info

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http://theseg.github.io/

< Project Positions >

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< Released Titles Table >