

# 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

📅 7+ Years in Game Development

⬇️ 65 Individual Releases

💻 11 Platforms

📖 New Media, BFA, Emerson College

⚙️ 13 Franchises

🏆 18 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.
- Programming Languages & Technology including:
  - Lua
  - JavaScript
  - ActionScript
  - Dialog Systems
  - PHP
  - HTML5
  - Python
  - Ruby (Ruby on Rails)
  - CSS
  - Unity
  - ColdFusion
- 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.
- Development and Submissions for these platforms:

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

### More Information & Portfolio

Detailed portfolio, responseive web design sample, and other information at:

<http://theseeg.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 through Business Operations Offer Management (BOOM) and other contacts.

### Front-End Web Development

John McNeil Studio

Nov 2013 - Current

Front-end web development for various branding projects and custom application development for mobile and beyond. Past and current clients include Juinper Networks, CA Inc, and Aricent.

### 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.

### 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.

### 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.

### 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.

### 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.