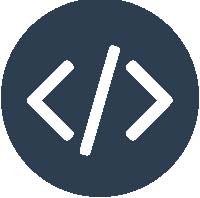


**Designer + Programmer**



**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**

11 Platforms New Media, BFA, Emerson College

64 Individual Releases

6+ Years in Game Development

11 Franchises

**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

**More Information & Portfolio**

* 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 | iOS |
| - Windows | - XBLA |  |
| - Mac OS X | - Retail Disc |  |
| - Steam | PlayStation 3 |  |
| (with Steamworks) | - PSN |  |
|  | - Retail Disc |  |





11 Platforms

16 Seasons

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

**Contact Info**

seg@segonmedia.com

(415) 742.1SEG

Skype: johnseggerson

http://segonmedia.com



**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**

**T**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**

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**

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**



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**

**T**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.



