Richard Aronson
Lead Game Designer/Developer

Oakhurst, CA - Email me on Indeed: <u>indeed.com/r/Richard-Aronson/925a6627582530dd</u>

Willing to relocate: Anywhere
Authorized to work in the US for any employer

WORK EXPERIENCE

Lead Game Designer/Developer
Booz Allen Hamilton - San Antonio, TX - January 2014 to January 2017

• Designed and helped program SMS Cell Phone Two Player Trivia Game for USAF Intel Analysts
• Designed and helped program network security game in Unity3D for USAF
• Designed and helped program many IMIs in Unity3D.
• Designed and helped program DCGS game in Unity 3D for USAF
• Designed many flash mini-games to support Navy SSO
• Designed training game/simulation for CAC printer maintenance for DMDC
• Designed Network Reconstruction board game for USAG Intel Analysts to teach principles of Network Reconstruction and critical thinking; been reprinted twice.
• Designed Blue Talon card game for Airmen stationed with NSA to improve retention (transfer back to USAF when their tour is over).
• Presented "Serious Fun" speech on educational gaming to 100 Booz Allen members of the Human Capital and Learning Functional Community

Senior Game Designer
GDIT - Sierra Vista, AZ - December 2010 to January 2013

I designed and implemented educational games and features, mostly for the Us Army, mostly using the Unity game engine. These games taught things such as the basic principles of radio waves to Soldiers who never had high school physics and needed to know how Improvised Explosive Devices worked and how our equipment jammed them.

Assistant Professor
DeVry University - Phoenix, AZ - October 2008 to December 2010

I taught game design and programming at DeVry. I also was the faculty consultant to the Student Game Developers Association. My students created the first student made games to be played on a Major League Baseball mega screen; they also made games for Arizona Power Services and the Phoenix Fire Department.

Senior Game Designer
Left Field Productions - Ven - February 2006 to January 2008

I designed the NPC AI systems for two million selling games based on "The World Series of Poker". I wrote most of the 9,000 lines of dialog and integrated them into poker behaviors to create the "at the table feel" missing from LFP's first WSOP game. I edited sound files and designed all the tournament mode as well as the video poker. I also designed levels for two racing games.

Game Designer
Legacy Interactive - Los Angeles, CA - February 2004 to May 2005

I designed all the RPG systems for the game based on the television show "ER". I led the scripting team in scripting the episodes, managed dialog, tested, and wrote most of the specs (the programmers preferred my specs over the other designers).

Lead Game Designer

Sierra Online/The Sierra Network - Oakhurst, CA - January 1991 to November 1997

I lead teams of up to nine in making numerous games, first as a lead programmer, then as the RPG Designer for The Sierra Network. I designed three MMORPGs and numerous other card and social games for The Sierra Network. I often programmed on the games as well.

EDUCATION

B.A. in History in History

Pomona College   -   Claremont, CA
September 1973 to June 1977