

# Richard Aronson

## Lead Game Designer/Developer

Oakhurst, CA - Email me on Indeed: [indeed.com/r/Richard-Aronson/925a6627582530dd](https://www.indeed.com/r/Richard-Aronson/925a6627582530dd)

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

#### 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