John LaSalvia

Bel Air, MD - Email me on Indeed: indeed.com/r/John-LaSalvia/e56ca904082972f0

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

WORK EXPERIENCE

Director of Game Development and Innovation

AmTote International   -   Hunt Valley, MD - December 2014 to July 2017

C,C++, C#, .NET, Visual Studios TFS/WPF) Game Designer/Math "Wager Profile" creator • Directed internal/ external team members and 3rd parties designing and developing of technical/creative projects and systems. • Design and develop math and multi-media entertainment. • Math including Par sheet generation, feature design, prototyping and simulation (C++/C). • Product owner/inventor of simulator/profiler "Game Maker" • Multiple simultaneous GLI-approved game development leadership, quality and techni-creative development. • Specification of hardware, cabinet, peripheral and software needs. • Agile Product Owner • Establishment of Game, Engineering and QA Standards • Wide Area $1M Jackpot math design • Countless trademarked names. • Defining of procedures for operations and automation. • Historic Horse Racing-based slot machine- like entertainment games including: • Sevens & Roses, Witch's Wheel • One Foot Big Foot • Breeder's Cup • Frozen 7s, Independence 7s, Nordic Fortune • Seven 7s, Pablo's Hot Peppers, Fairy Dance • Noche De Los Bingos, Pattern Pick'N • Very Cherry 32", Gold Rush 32" • Growing base of 1600 machines currently near $1M/ day Coin-in. • Development/invention of "race-agnostic" race libraries for data refreshing, cheat/advantage prevention.

Sr. Game Programmer

American Gaming Systems   -   Las Vegas, NV - July 2012 to September 2014

Game Programmer/Designer (C+
Visual Studios
2010 to 2010
TFS) • Senior game developer with emphasis on design and implementation of new Class 2/3 "game engine" (math result and feature-behavior module) to integrate with families and individual unique slot games requiring backwards-compatibility with old method. • Reviewer/consultant on hardware/firmware projects. • Math including Par sheet generation, feature design, prototyping and simulation (C++/C). • Fast-paced conversion of current library of games to operate with new "game engine" architecture. • Development of new feature-rich slot games having unique features, including mechanical top-boxes: • "Revolution 7s" (with mechanical wheel) * Multi-jurisdictional approval, Class 2 & 3 * Extremely short QA cycle • Triple Fiery 7s (with pachinko topbox) • Early version of "Makin' Bank" (with pachinko topbox)

Gaming Consultant for Brain Games and other

Propietary Companies - January 2012 to July 2012

• Provided comprehensive, supplementary game design for an AI-driven wagering game, with emphasis on player game experience.
• Provided detailed design and analysis of unique paytable-driven, skill-based math hybrid game application
• Automated process creation of end-to-end math design and simulation through product development and empirical testing to allow par sheet (math design) entry to output data used directly by the game to control its behavior with integrated means to compare runs of empirical results to theoretical results.

VP - Product Development - Studio lead, Platform Gaming

G2 Game Design, LLC   -   Las Vegas, NV - May 2011 to January 2012

3rd party

• Oversee all company operations, project and product development.
• Director/designer of "Pawn Stars" slot game based on the cable show. Duties Included coordination between gaming manufacturer (Bally), A&E and Pawn Stars celebrities, game design having 4 associated patent applications, scripting/flowcharting/timing, math implementation/supervision/design, multi-media technology.
• Inventor game director including patent and trademark liaison, contracts and project management, bringing ideas/patents to product.
• Original game design
• Lead of small development group consisting of contract resources, 3d artists, junior mathematician, flash programmers and graphic designers.
• Director of testing and coordination with IGT as the gaming manufacturer, PHD inventor and previous director (as consultant) of neural-net game "Heads Up Texas Hold'em".
• Document and creation of company technical and creative standards and processes.

Senior Principal Engineer III

WMS Gaming, Inc   -   Las Vegas, NV - December 2006 to May 2011

• Performed Electrical Engineering and software/firmware "gaming OS" development functions for current and advanced-development gaming products, in a Linux environment, using C/C++.
• Major contributor to company innovations and intellectual property including technical, math application and creative gaming and game concepts.
• Architectural design, feature additions, enhancements, maintenance of Gaming Operating System.
• Involved in continuous process improvement including white box.
• New/future platform architect and developer.
• Patent/Advanced Development contributor.

Designer/Inventor/Project Manager

Ozio, LLC   -   Las Vegas, NV - August 2000 to October 2005

creative/hardware/software of international unique custom kiosk product. • History of multi-discipline (creative/ hardware/software) development and support. Contributed to multi-media based intellectual property. • Abacus - Machesney Park IL, NFL licensed Electronic Coin-operated Dart Game in areas of creative design, electrical, electronics and firmware. 8-bit 8051-based embedded controller hardware/software design and development

Project Leader/Senior Software (C/C++, SH3 assembler) Developer

Konami Computer Entertainment at Chicago   -   Buffalo Grove, IL - May 1996 to June 1997

• Project Leader for Lethal Enforcer I&II, Sega Saturn.
• Technical Support for Lethal Enforcer I&II, Sony PlayStation.
• Project Leader/Developer for Project Overkill, Sega Saturn utilizing GNU C in a Windows host environment.

Patent assignments and applications (publicly listed shown):

ADDITIONAL INFORMATION

• Direct, Design, Research and Development of Technical AND Creative projects -
From circuit board layout, microprocessor design and assembler to creative design and technical art, I have contributed to #1-rated products:
◦ PC game "Lands of Lore - Guardians of Destiny" - Lead support programmer
◦ Redemption game deemed "One of the BEST redemption games EVER" - "Mickey's Lunar Rally"/"Spacey Racers", a 4 player race game - software/hardware/creative designer,

○ Historic Racing games quickly approaching $1B/year coin-in - direct, create all math models for top themes including Breeders Cup, Sevens and Roses, Independence 7s.

• Invention - 6 Gaming patent assignments, 6 gaming patents pending, 1 Multimedia Chair patent assigned. Innovator of the Quarter - WMS Gaming […]

• Gaming - Class 2/3, Bingo, VLT OS architecture and development. One of 3 original architects of SDG Alpha Game Kit "AGK" Platform, predecessor of current Scientific Gaming (formerly WMS Gaming and Bally Technologies') gaming operating systems.

• Regulator-approved product design and development - agencies include a multitude of world-wide Gaming jurisdictions, GLI, FCC, UL, CSA and FM.

• Obsession to Succeed - My extreme amount of "after-normal-hour" history lies in the heart of many successful projects.

• Extreme Quality and Thoroughness - "one-time" development philosophy.

• Knowing the limits and Reaching Beyond - mediocrity is not good enough.