

PROFESSIONAL PROJECTS

Full project list at jerrytron.com/projects

“Unannounced escape room” for [Meridian Adventure Co.](#)
Game Designer / Embedded System Developer (team of ~6)

Portland, OR
2019 - Present

Assisted in finalizing / mapping the narrative experience to the emotional, interactive, & spatial aspects of the player journey. Researched, designed, & implemented an embedded systems network for reactive props & game automation.

“Alice in Puzzleland” for [Escape Hunt](#)
Game, Puzzle, & Narrative Designer (team of 2)

Remote Work
2018

Created an original 190 page escape room design inspired by *Alice in Wonderland*, covering all tech & creative aspects.

“Utopia Room” for [Riddle Room](#)
Game, Puzzle, & Narrative Designer / Embedded System Developer (team of 2)

Minneapolis, MN
2017

Designed & installed a high-tech, award-winning, dystopian escape room; runs autonomously & features three endings.

“Dyscourse” & **“Indie Island DLC”** for [Owlchemy Labs](#)
Writer (writing team of 2)

Remote Work
2014 - 2015

Designed complex narrative threads & backstories. Contributed significantly to the 80k words of dialogue & structure.

“MysteryPhone” for [Northern Spark](#)
Narrative Designer & Developer (team of 3)

Minneapolis, MN
2014

Awarded a \$16k grant. Designed and implemented a cross-platform (iOS, Android) interactive narrative game unlocked by walking throughout Minneapolis and its art galleries. Actions at each location affected others and the story conclusion.

“The Choosatron”
Creator / IF Tool Designer & Writer

Minneapolis, MN
2013 - 2014

Designed, Kickstarted (for \$75k), & manufactured this international, award-winning interactive storytelling platform.

WORK EXPERIENCE

Miami University
Armstrong Professor in College of Creative Arts

Oxford, OH
2016 - 2019

In addition to writing curriculum for / implementing a new game design major, created & supervised year long game design capstone for multiple, large student teams.

Clockwork Active Media
Senior Mobile Developer / R&D

Minneapolis, MN
2010 - 2014

Managed mobile team resources, client interactions, & led team development. Prototyped & implemented large scale installations, including for the [Cosmopolitan Casino](#) in Las Vegas.

The Nerdery
Mobile Developer

Bloomington, MN
2009 - 2010

Developed many native mobile applications for iOS and Android, designed interactive simulations using Actionscript 3

Mural Ventures
Lead Flex Software Developer

Reston, VA
2008 - 2009

Rapid solo development of proof-of-concept apps using Flex 3/Flash that procured \$500k in startup funding

Veritas
Software Engineer

Roseville, MN
2004 - 2008

Supported duplication component of enterprise backup software NetBackup written in C/C++, debugged media server areas with focus on retrieval and distribution of server data, fixed signal handling across product libraries using Perl and C

Lockheed Martin
Software Engineer

Eagan, MN
2003 - 2004

Wrote Perl tools to assist developers and to report/repair system-wide issues on nuclear attack submarine mainframes

Medtronic

Software Tools Programmer – Internship

Developed custom tools in Perl and Python, translated/updated outmoded tools, designed/ran validation testing

Mounds View, MN

2001 - 2003

PROSE

Speaking: numerous talks at GDC including [Experimental Gameplay Workshop](#) in 2016, [Indie Soapbox](#) in 2017, and [Level Design Workshop](#) in 2019, international talks & workshops on games, narrative, & design (listed on my [artist CV](#))

Narrative: written 20+ IF Stories, thousands of words for *Dyscourse* & *MysteryPhone*, Academic Reports [Constructing Emergence](#) & [Better Than Dialogue Trees](#)

COMMUNITY

Events: helped organize and run [alt.ctrl.party](#) abroad & at GDC in 2018 & 2019

Workshops: have run alt ctrl / hardware workshops internationally, including Pirate Jam in Thailand 2020, Feral Vector in 2017, Indie Bits Festival in 2017, and Vector Conference in 2016

TECHNICAL SKILLS

Languages: 20 years experience programming, C/C++, C#, Python, & Lua as primaries + numerous other languages

Gameplay Programming: Branching Narrative Systems, Behavioral AI Techniques, Hierarchical State Machines, Custom Tools Development & Integration for Multi-Disciplinary Teams, Object Oriented & Functional Programming

Tools: Unity3D, Unreal, GameMaker, Chat Mapper, Ink, Twine, Visual Studio, Xcode, Adobe Suite, Version Control (Git, Perforce, etc.), Jira / Project Tracking Software, Embedded Systems, Microcomputers, Electronic Sensors

EDUCATION

Miami University, Master of Fine Arts, Experience Design, 2019

Oxford, OH

Bethel University, Bachelor of Arts, Computer Science, Theatre Minor, 2003

St Paul, MN

Los Angeles Film Studies Center, 2002

Los Angeles, CA