

INDEPENDENT & FREELANCE 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.

“The Choosatron”
Creator / IF Tool Designer & Writer

Minneapolis, MN
2013 - 2014

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

FORMAL 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 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 development of proof-of-concept applications using Flex 3/Flash, designed enterprise level web software

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

Mounds View, MN
2001 - 2003

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

SKILLS

Narrative: 20+ IF Stories, Academic Reports [Constructing Emergence](#) & [Better Than Dialogue Trees](#)

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, Pico-8, LÖVE, Visual Studio, Xcode, Google Docs Suite, Adobe Suite, Version Control (Git, Perforce, etc.), Embedded Systems, Microcomputers, Electronic Sensors

Speaking: dozens of international talks & workshops on games, narrative, & design (*full list on my [artist CV](#)*)

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