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JERRY BELICH
Multidisciplinary Game & Experience Designer

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PROFESSIONAL PROJECTS

Full project list at jerrytron.com/projects

"Unannounced escape room" for Meridian Adventure Co. *Portland, OR*
Game Designer / Embedded System Developer (team of ~6) *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 *Remote Work*
Game, Puzzle, & Narrative Designer (team of 2) *2018*
Created an original 190 page escape room design inspired by *Alice in Wonderland*, covering all tech & creative aspects.

"Utopia Room" for Riddle Room *Minneapolis, MN*
Game, Puzzle, & Narrative Designer / Embedded System Developer (team of 2) *2017*
Designed & installed a high-tech, award-winning, dystopian escape room; runs autonomously & features three endings.

"Dyscourse" & **"Indie Island DLC"** for Owlchemy Labs *Remote Work*
Writer (writing team of 2) *2014 - 2015*
Designed complex narrative threads & backstories. Contributed significantly to the 80k words of dialogue & structure.

"MysteryPhone" for Northern Spark *Minneapolis, MN*
Narrative Designer & Developer (team of 3) *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" *Minneapolis, MN*
Creator / IF Tool Designer & Writer *2013 - 2014*
Designed, Kickstarted (for $75k), & manufactured this international, award-winning interactive storytelling platform.

WORK EXPERIENCE

Miami University *Oxford, OH*
Armstrong Professor in College of Creative Arts *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 *Minneapolis, MN*
Senior Mobile Developer / R&D *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 *Bloomington, MN*
Mobile Developer *2009 - 2010*
Developed many native mobile applications for iOS and Android, designed interactive simulations using Actionscript 3

Mural Ventures *Reston, VA*
Lead Flex Software Developer *2008 - 2009*
Rapid solo development of proof-of-concept apps using Flex 3/Flash that procured $500k in startup funding

Veritas *Roseville, MN*
Software Engineer *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 *Eagan, MN*
Software Engineer *2003 - 2004*
Wrote Perl tools to assist developers and to report/repair system-wide issues on nuclear attack submarine mainframes

PROSE

Speaking: Gave numerous talks at GDC including *Experimental Gameplay Workshop* in 2016, *Indie Soapbox* in 2017, & *Level Design Workshop* in 2019, & additional international talks on games, narrative, & design *(listed on my artist CV)*

Narrative: Have written 20+ interactive fiction stories, thousands of words for *Dyscourse* & *MysteryPhone*, contributed heavily to narratively focused academic reports *Constructing Emergence* & *Better Than Dialogue Tree*

COMMUNITY

Events: Coordinated fundraising, organizing, and running of *alt.ctrl.party* abroad & at GDC in 2018 & 2019

Workshops: Lead alt ctrl / hardware workshops internationally, including at 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*