@j3rrytron jerrytron.com

# 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.

"<u>Utopia Room</u>" for <u>Riddle Room</u>

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 8ok words of dialogue & structure.

"MysteryPhone" for Northern Spark

Minneapolis, MN

Narrative Designer & Developer (team of 3)

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 <u>artist CV</u>)

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

# 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

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**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