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JERRY BELICH
Multidisciplinary Game & Experience Designer

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INDEPENDENT & FREELANCE 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.

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

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

Medtronic *Mounds View, MN*
Software Tools Programmer – Internship *2001 - 2003*
Developed custom tools in Perl and Python, translated/updated outmoded tools, designed/ran validation testing

SKILLS
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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 *(listed on my artist CV)*

EDUCATION
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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*