

## PROFESSIONAL PROJECTS

Full project list at [jerrytron.com/projects](http://jerrytron.com/projects)

- “Unannounced escape room”** for [Meridian Adventure Co.](#) Portland, OR  
2019 - Present  
Game Designer / Embedded System Developer (team of ~6)  
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  
2018  
Game, Puzzle, & Narrative Designer (team of 2)  
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  
2017  
Game, Puzzle, & Narrative Designer / Embedded System Developer (team of 2)  
Designed & installed a high-tech, award-winning, dystopian escape room; runs autonomously & features three endings.
- “Dyscourse”** & **“Indie Island DLC”** for [Owlchemy Labs](#) Remote Work  
2014 - 2015  
Writer (writing team of 2)  
Designed complex narrative threads & backstories. Contributed significantly to the 80k words of dialogue & structure.
- “MysteryPhone”** for [Northern Spark](#) Minneapolis, MN  
2014  
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  
2013 - 2014  
Creator / IF Tool Designer & Writer  
Designed, Kickstarted (for \$75k), & manufactured this international, award-winning interactive storytelling platform.

## WORK EXPERIENCE

- Miami University** Oxford, OH  
2016 - 2019  
Armstrong Professor in College of Creative Arts  
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  
2010 - 2014  
Senior Mobile Developer / R&D  
Managed mobile team resources, client interactions, & led team development. Prototyped & implemented large scale installations, including for the [Cosmopolitan Casino](#) in Las Vegas.
- The Nerderly** Bloomington, MN  
2009 - 2010  
Mobile Developer  
Developed many native mobile applications for iOS and Android, designed interactive simulations using Actionscript 3
- Mural Ventures** Reston, VA  
2008 - 2009  
Lead Flex Software Developer  
Rapid solo development of proof-of-concept apps using Flex 3/Flash that procured \$500k in startup funding
- Veritas** Roseville, MN  
2004 - 2008  
Software Engineer  
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  
2003 - 2004  
Software Engineer  
Wrote Perl tools to assist developers and to report/repair system-wide issues on nuclear attack submarine mainframes

## PROSE

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**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

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

**Workshops:** Led 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

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**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

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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*