

Jeremy R. Gibson

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(512) 659-8624. jrgibson@cmu.edu

Objective - I am a Game Designer & Educator with a background in rapid prototyping and film production seeking full-time employment in Game and Experience Design in June 2007.

Selected Work Experience

Business Associate (Intern) - Walt Disney Imagineering. January, 2007 - May, 2007.

References: Brent Strong Brent.D.Strong@Disney.com, Ken Neville Ken.Neville@Disney.com

Duties: Developed several new ideas and pitches for park attractions. Assistant produced two projects which are being prototyped at Disneyland. Developed interface prototypes, and aided in several brainstorming sessions.

Game Design Intern on Spore - Electronic Arts / Maxis. Summer, 2006.

References: Jenova Chen jenova@thatgamecompany.com, Chaim Gingold cgingold@maxis.com

Duties: One of two designers on the initial prototyping and concepting team for the Nintendo DS version of Spore. Also developed prototypes to explore interface design challenges for the PC in-game editors.

Developer - frog design, inc. September, 2004 - August, 2005

Reference: Mason Hale, Director of Tech. mason.hale@frogdesign.com (512) 477-3764

Duties: Lead developer on several projects utilizing Macromedia Flash and Director for rapid prototype development. One was featured at CES by a Fortune 10 company.

Adjunct Professor - Various Universities. Fall, 1999 - Spring, 2006.

Reference: Bob McGoldrick, Coordinator/PMP rmcgoldr@austincc.edu (512) 223-7662

Duties: Designed and taught courses in Game Design, Interactive Writing, and Interactive Design for the Art Institute of Pittsburgh, Texas State University San Marcos, the University of Texas at Austin, the Art Institute Online, and Austin Community College.

President / Co-Founder - Digital Mercenaries, Inc. April, 2001 - August, 2003.

Duties: President/Co-Owner of an online education, gaming, and entertainment company. Clients included Electronic Arts, Fusion Learning Systems, and Holt, Rinehart & Winston.

Lead Programmer / Tech Specialist - Human Code / Sapien, Inc. Aug, 1999 - March, 2001.

Reference: Troy Whitlock, Former Design Director twhitlock@ea.com (650) 628-5677

Duties: Worked on various projects as Lead Programmer, including a kiosk which was displayed at EPCOT Center. Brainstorming, game design, and writing for pitch documents.

Education

Carnegie Mellon University. Fall, 2005 - Spring, 2007 (anticipated graduation).

Masters of Entertainment Technology student at the Entertainment Technology Center, an interdisciplinary program where teams create innovative, interactive worlds. My primary project at the ETC was Skyrates, a sky-pirate MMO online at <http://www.skyrates.net>.

University of Texas at Austin. Fall, 1996 - May, 1999. Graduated Magna Cum Laude.

Awarded a Bachelor of Science degree in Radio, Television, and Film.

Additional Information / Honors

Expert in Flash ActionScript and Lingo. Experience with C++, PHP, Python, OpenGL, & SQL.

Board President, 2002-2004 - Sharir+Bustamante Danceworks. <http://www.sbdanceworks.org>

Took 3 years of German, 2 years of Spanish, a semester of Mandarin, & a little Korean.

Additional References

Dr. Drew Davidson - Program Director of Pittsburgh - Entertainment Technology Center, Carnegie Mellon University. (412) 268-9469. drdrew@cmu.edu

Jesse Schell - Assistant Professor - Entertainment Technology Center, Carnegie Mellon University; CEO - Schell Games. (412) 268-6244. jschell@andrew.cmu.edu

Amarante Lucero - Director - Institute for Digital Performing Arts; Professor - Department of Theater & Dance, University of Texas at Austin. (512) 232-5340. alucero@mail.utexas.edu