

Jason Richardson
Gameplay Designer / Gameplay Programmer
<http://www.jasoneldred.com/GameDesign/>

- RPG Systems, Action Game Combat, AI, Multiplayer, Animation, Tech/Creative Writing
- Frostbite, C++, UnrealScript (Unreal 3), id Script
- Role Playing Games, Action / Shooters, MMORPG

EMPLOYMENT HISTORY:

Gameplay Designer, Bioware (Electronic Arts), Montreal, Quebec **Jan. 2013 - Present**

Mass Effect: Andromeda (Action RPG, Xbox One/PS4/PC):

- Designed & implemented: all player powers, the player skills progression system, all multiplayer characters
- Additional work: game balance, melee/evades, AI, level design support, loot and economy, exploration systems

Contract AI Designer, Irrational Games, Quincy, MA **June 2012 – Jan. 2013**

BioShock Infinite (FPS, Xbox 360/PS3/PC):

- Owned: Motorized Patriot, Fireman, Small Arms, Projectile, and Melee AIs (worked on Handyman & Crow-Man)

AI Designer / Programmer, Human Head Studios, Madison, WI **Aug. 2010 – June 2012**

Prey 2 (FPS, Xbox 360/PS3):

- Designed & implemented: all enemies, AI formation cover usage, dynamic wave combat, police/bounty systems
- Worked closely with animators, including motion-capture choreography

Gameplay Programmer / Designer, Army Game Studio, Redstone Arsenal, AL **Apr. 2004 – Aug. 2010**
The Army Game Studio is the PC game development studio for the U.S. Army.

America's Army 2 & 3 (FPS, PC):

- Programmed: multiplayer systems, combat, weapons, etc.
- Designed: player progression, weapons, vehicles, game types

Client Programmer, Mutable Realms, Huntsville, AL **Dec 2001 – Jan 2003**
Mutable Realms was an independent MMORPG developer. This studio is closed.

Wish (MMORPG, PC): <http://pc.ign.com/objects/571/571819.html>

- Client / server gameplay, animation, UI & HUD, real-time CLOD terrain.

ENTREPRENEURIAL WORK WHILE EARNING BSCS DEGREE:

Programmer / Game Designer, Alien-Logic, Huntsville, AL **April 1999 – Nov 2001**
Co-founded this startup PC game developer which went out of business.

Survivor of the Ages (RPG, PC): <http://www.g4tv.com/games/pc/23788/survivor-of-the-ages/>

- AI, player progression systems, melee combat, spells & abilities, quests, dialog

EDUCATION:

B.S. Computer Science w/ Math minor, University of Alabama in Huntsville, USA **2001**