

John “Seg” Seggerson

Email

seg@segonmedia.com

LinkedIn

<http://www.linkedin.com/in/johnseggerson>

Blog

<http://segonmedia.com/>

Education

Emerson College, Boston

New Media, Bachelor of Fine Arts (BFA)

Statistics

- 60+ Releases
- 11 Platforms
- 10 Franchises
- 5+ years of Game Industry experience
- See page 2 for complete project listing.

Gameplay Programmer, Designer, & Producer

With five years of experience in narrative-based gaming, Seg has developed, designed, written, implemented, and produced over 60 narrative experiences of original and licensed properties on over 11 distribution platforms including console, desktop, mobile, and Internet platforms.

Seg's experience brings you the opportunity to create interactive narratives that engage the audience in rich, meaningful experiences, and expand the potential of your team in a respectful and rewarding environment.

Project Roles Overview

SPECIAL PROJECTS PRODUCER @ TELTALE GAMES

Special Projects was comprised of small to large cross-product projects for the studio. Using his rich technical background, external party communication skills, and stewardship of creative quality, Seg created new projects and initiatives for the studio's titles and online presence.

CONTENT PROGRAMMER @ TELTALE GAMES

As the focal point of a title's production, Seg's role as content programmer was not only gameplay programmer but also creative director. The role required strong programming skills with scripting and logic programming, but a high level of cinematography, narrative game play, and interactive fiction knowledge was crucial. On certain projects, the role included managing and working directly with other members of the production team. The responsibility of ensuring the integrity of the game rested on Seg's role as content programmer.

PUZZLE DESIGNER & WRITER @ TELTALE GAMES

As a part of content programming, Seg was also in charge of creating narrative and puzzle experiences for certain titles. Once prototyped or developed, Seg implemented work for further play testing and tuning.

CO-FOUNDER @ ÜMLOUD!

A non-profit organization for children's hospitals, Ümcloud! is an annual charity concert using Rock Band to support Child's Play Charity. As co-founder and lead event planner, Seg has produced this annual live concert event in San Francisco since 2009.

Skills

- Creating, designing, writing, and managing engaging narrative experiences in dramatic and comedic genres.
- Managing and directing creative and technical members of a production team.
- Development, submission, and release process knowledge of Xbox 360, Sony PlayStation, Steam, iOS, and self-publishing for PC.
- Programming Languages including: Lua, Javascript, Python, ActionScript, PHP, Ruby
- Localization production and implementation.
- Asset production pipeline management and process definition.
- Managing cross-platform and cross-distribution releases.
- Integrating Internet and social media technologies to game titles.
- Event planning and management.

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Released Titles

- The Walking Dead - 5 Episode Season
 - Windows, Mac, Steam, iOS, Xbox 360 (XBLA), PlayStation 3 (PSN)
- Jurassic Park: The Game - 4-Episode Season
 - Windows, Mac, Steam, iOS, Xbox 360, PlayStation 3
- Nelson Tethers: Puzzle Agent
 - Windows, Mac, Steam, iOS, PlayStation 3 (PSN), Wii (unreleased)
- Nelson Tethers: Puzzle Agent 2
 - Windows, Mac, Steam, iOS
- Poker Night at the Inventory
 - Windows, Mac, Steam
- Back To The Future: The Game - 5 Episode Season
 - Windows, Mac, Steam, iOS, PlayStation 3
- Strong Bad's Cool Game for Attractive People - 5 Episode Season
 - Windows, Steam, WiiWare, PlayStation 3 (PSN)
- Tales of Monkey Island - 5 Episode Season
 - Windows, Mac, Steam, iOS, WiiWare, PlayStation 3 (PSN)
- Wallace & Gromit - 4 Episode Season
 - Windows, Xbox 360 (XBLA), iOS
- CSI: Crime Scene Investigation - Hard Evidence - 5 “cases”
 - Windows, Xbox 360, Wii
- CSI: Crime Scene Investigation - Deadly Intent - 5 “cases”
 - Windows, Xbox 360, Wii
- CSI: Crime Scene Investigation - Fatal Conspiracy - 5 “cases”
 - Windows, Xbox 360, PlayStation 3, Wii
- Sam & Max: Save The World (Season 1) - 6 Episode Season
 - Windows, Mac, Steam, Xbox 360 (XBLA), Wii
- Sam & Max: Beyond Time & Space (Season 2) - 5 Episode Season
 - Windows, Mac, Steam, Xbox 360 (XBLA), Wii
- Sam & Max: The Devil's Playhouse (Season 3) - 5 Episode Season
 - Windows, Mac, Steam, iOS, PlayStation 3 (PSN)