

# Jason Richardson

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## SUMMARY

- 9+ years as gameplay programmer: C++, UnrealScript, idScript
- 4+ years as gameplay designer: combat design, technical design
- Other specializations: AI, animation, multiplayer systems, technical/creative writing

## EMPLOYMENT HISTORY

**Human Head Studios**, Madison, WI

Aug. 2010 - Present

*Unannounced title*: Prototyping Lead / Combat Designer

- In charge of prototype development and melee combat design
- Implementing multiplayer melee combat
- Working closely with animators to implement realistic melee combat (including motion-capture choreography)

*Prey 2*: Senior Gameplay Programmer / Combat Designer

- Combat AI developer designing and implementing: all enemy types, squad behavior with formation cover usage, dynamic wave combat, police/security system, chase/bounty system, boss battles
- Worked closely with animators to implement realistic AI behavior (including motion-capture choreography)
- Worked closely with scripters to support mission combat
- Implemented player scanner and DNA tracker gadgets

**Army Game Studio**, Redstone Arsenal, AL

Apr. 2004 – Aug. 2010

*America's Army 2 & 3 (FPS)*: Gameplay Programmer / Designer

- Programmed: weapons, player inventory, player motion, deterministic multiplayer physics, etc.
- Designed: player progression, weapons, game types
- Worked on and optimized multiplayer systems using Unreal Engine 3's server-authoritative network architecture
- Directed programmers in Redstone Arsenal and coordinated between development offices

**Mutable Realms**, Huntsville, AL

Dec 2001 – Jan 2003

*Wish (MMORPG)*: Client Programmer

- See <http://pc.ign.com/objects/571/571819.html>. Development used the Gamebryo engine
- Client/server gameplay, animation, UI & HUD, SpeedTree, real-time CLOD terrain

**Alien Logic**, Huntsville, AL

April 1999 – Nov 2001

*Survivor of the Ages (RPG)*: Entrepreneur / Lead Programmer / Game Designer

- See <http://www.rpgplanet.com/games/805.shtml>. Development used the Genesis3D engine
- AI, melee combat, spells & abilities, quests, dialog, character advancement, etc.

## EDUCATION

**University of Alabama in Huntsville**: B.S. Computer Science w/ Math minor

1997 – 2001