

**Jason Richardson**  
**Gameplay Programmer / Game Designer**

- Combat AI, Animation, Multiplayer, Player Combat/Abilities, Mission Support, Weapons
- C++, UnrealScript, id Script, Unreal 3, id Tech 4, Gamebryo
- Role Playing Games, Shooters / Action, MMORPG ♦ PC, Xbox 360

EMPLOYMENT HISTORY:

**Gameplay Programmer / Designer**, Human Head Studios, Madison, WI Aug. 2010 - Present  
Human Head is a multi-platform game developer known for their third-person brawler *Rune* and first-person shooter *Prey* franchise.

**BioShock Infinite (FPS, Xbox 360/PS3/PC):** (Contract AI Programmer on site in Quincy, MA)

- Designing and implementing: boss battle, enemy AI types.
- Debugging AI behaviors, pathfinding, perception, etc.

**Rune 2 & Unannounced Mobile Title (Melee brawlers):** (Prototyping Lead / Combat Designer / Gameplay Programmer)

- Spearheaded prototype development (in UDK / Unreal 3) and melee combat design.
- Implemented multiplayer melee combat.
- Worked closely with animators to implement realistic melee combat (including motion-capture choreography).

**Prey 2 (FPS, Xbox 360/PS3):** (Senior Gameplay Programmer / Combat Designer)

- As principal combat AI developer designed and implemented: 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 scripter's to support mission combat.
- Implemented player scanner and DNA tracker gadgets.

**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 combat, weapons, etc.
- Designed: player progression, weapons, and 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.

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

**Wish (MMORPG, PC):** 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.

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):** See <http://www.rpgplanet.com/games/805.shtml>

- Development used the Genesis3D engine.
- AI, melee combat, spells & abilities, quests, dialog, character advancement, etc.

EDUCATION:

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