

# Kenneth M. Johnson

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**OBJECTIVE** To pursue a career in video game design: level design, scripting, and feature implementation.

**EDUCATION** **Double Major:** B.S. in Computer Science and Electronic Media Arts and Communications  
**Rensselaer Polytechnic Institute:** Class of '08  
**GPA:** 3.73, *Magna Cum Laude*

## WORK EXPERIENCE

**Game Designer**, 1<sup>st</sup> Playable Productions (Troy, NY)  
March 2008 – May 2009

Projects: *Freddi Fish: ABC's Under the Sea* (DS)

- Led the design of the project, coordinating with team members both on and off-site
- Worked with Humongous Entertainment to faithfully bring the Freddi Fish license to the Nintendo DS
- Designed and created Game Maker prototypes for all of the in-game activities
- Wrote the game's dialogue, and triggered VO cues in-game
- Fixed some logic bugs, and added minor functionality by writing C++ code

**Director of Community Management and Design**, Agora Games (Troy, NY)  
October 2006 – September 2007

Projects: *Tony Hawk's Downhill Jam* (DS) *Transformers: Movie* (DS), *Guitar Hero 3* (Wii, 360, PS3)  
Websites: <http://ds.downhill-jam.com/>, <http://ds.transformersgame.com/>, <http://www.guitarhero.com/>

- Wrote feature design proposals and presentations for current and potential community projects
- Invented staple online features such as the *Tony Hawk's Downhill Jam* "Community Unlockable"
- Managed and led moderation teams for multiple well known web communities
- Worked with developers to drive sales, and incorporate community feedback into game sequels

**Game Design Co-op Student**, Vicarious Visions (Albany, NY)  
January 2006 – August 2006

Projects: *Tony Hawk's Downhill Jam* (DS), *Transformers: Autobots* (DS), *Transformers: Decepticons* (DS)

- Worked with a team of producers, designers, artists, and engineers in person, via e-mail, and wiki
- Wrote design plans for implemented game features, including game story and dialogue quips
- Polished levels in 3DS Max, adding replay cameras, skate trick gaps, material textures, and more
- Worked with Agora Games to invent the *Transformers'* Battle for the AllSpark online feature

**2D Texture Artist / Level Designer**, Agora Studios (Troy, NY)  
September 2004 – October 2005

Projects: *Plan of Attack* (*Half-Life 2 Mod*)

- Designed fun, balanced, and compelling levels using the *Half-Life* Hammer Editing Tools
- Photographed, manipulated, and created textures for clean, detailed, realistic, tiled use in game
- Filled in for additional tasks including art, programming, and sound

## COMPUTER EXPERIENCE

**Languages:** C#, C, C++, Objective-C, SQL, HTML, CSS, Javascript, Game Maker Language  
**Software:** MS Office, Adobe Photo Suite, Maya, 3DS Max, SketchUp, Audacity, Perforce, SVN  
**Game Development / Editing Tools:** Game Maker, Half-Life Hammer Editor, Unreal Ed

## AWARDS

**2<sup>nd</sup> Place in the Vicarious Visions Student Challenge**, *Bit Bop* (2008) – Designer / Artist  
**IGN's 'Best Racing / Driving Game' for Nintendo DS**, *Tony Hawk's Downhill Jam* (2006)  
**Independent Games Festival (IGF) Finalist**, 'Best *Half-Life 2 Mod*' for *Plan of Attack* (GDC 2006)