TED ARONSON
Game Programmer and Designer

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PROFESSIONAL EXPERIENCE

UNITY DEVELOPER, NORTHEASTERN UNIVERSITY — *June 2016 - Present* — *Boston, MA*

Maintains a Unity-based application used in human-computer interaction research. Implements and documents new features for the application's scriptable interface to support lab experiments.

RAG CLIENT - Scriptable, multi-platform application which acts as the front-end for experimental virtual agents at the Relational Agents Group

FREELANCE GAME DESIGNER — *October 2015 - Present* — *Oakland, CA / Cambridge, MA*

Contracts with organizations to create educational or therapeutic game experiences to suit their needs. Solicits regular design feedback from customers.

CORNUCOPIA - Educational game created to supplement the California Academy of Science's curriculum on the environmental impact of agriculture

ENGINEER/DESIGNER, FUNOMENA — *January 2014 - October 2015* — *San Francisco, CA*

Partnered with external researchers to design and build several non-profit, positive impact games. Prototyped and implemented new game mechanics for experimental game projects in the Unity engine. Provided studio-wide development tools support.

TERRA - NSF-funded educational game to encourage healthy exercise in middle school students

FASTBRAIN - Therapeutic computer game for individuals with certain cognitive impairments

WATTAM - Highly experimental family game for the PlayStation 4

SOFTWARE ENGINEER, MINDSNACKS — *May 2012 - November 2013* — *San Francisco, CA*

Designed a player progression system for a set of language learning iOS apps. Created and balanced over 150 progression 'quests'. Developed content management tools for educational content creators. Organized the engineering and QA effort behind several major app releases.

MINDSNACKS METAGAME - Game-like progression system designed to motivate players to continue interacting with educational material

PROJECT NEW CAR - Major re-release of the core MindSnacks apps, which featured improved art, new mini-games, and the overhauled metagame

SOFTWARE ENGINEER, ZYNGA EAST — *September 2010 - April 2012* — *Timonium, MD*

Implemented gameplay changes in a rapidly evolving live game. Provided engineering support for three content releases per week. Prioritized incoming bugs from player reports. Formed and led the 3-person studio tools team. Solicited, analyzed, and responded to feedback from end users on a weekly basis.

FRONTIERVILLE - Social game played by several million players per day

PIONEER TRAIL - Re-released version of FrontierVille featuring several redesigned game systems

NEW ASSET TOOL - Comprehensive asset management and content creation tool to support the development of CityVille 2

NON-TRADITIONAL RESEARCHER, CENTER FOR AUTISM RESEARCH — *May 2009 - May 2010* — *Philadelphia, PA*

Designed and developed therapeutic games for young children with Autism Spectrum Disorders. Collaborated with neuroscience researchers to ensure both player engagement and therapeutic effect.

FACESTATION GAMING - NIH-funded set of Flash games designed to treat ASD through gameplay

THE ADVENTURES OF PENNSYLVANIA JONES - Peggle-like game developed as part of the FaceStation project

EDUCATION

UNIVERSITY OF PENNSYLVANIA — *September 2006 - August 2010* — *Philadelphia, PA*

Participated in a multi-disciplinary course of study combining a strong focus on computer science with fine arts and communications theory

BACHELOR OF SCIENCE IN ENGINEERING - Digital Media Design

COURSES - Game Design & Development, Physically Based Animation, Information Design & Visualization

TECHNICAL SKILLS

Unity, C#, NodeJS, HTML/CSS, Python, Google Spreadsheets

HOBBIES & INTERESTS

Amateur boxing, astronomy, cooking, music performance, cybersecurity