

Joshua Green

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PROFILE

Creative, energized, organized, with 6+ years of experience in the interactive entertainment industry and always looking to grow professionally. Decided after graduating from California State University Northridge with a BS in Computer Science to pursue a career in the design of interactive applications (ranging from video games and user interfaces to physical installations for museums). Completed MFA in Interactive Media at University of Southern California to pursue these career goals. Thrives in collaboration with teammates driven to succeed in a high-performance environment. Demonstrated competencies in Project Management, Product Design, and Cross-Team Communications.

PROFESSIONAL EXPERIENCE

Academy of Interactive Arts and Sciences

Production Assistant

2007-2008

(November-February)

2008-present

- Devised a system for shipping thousands of games to over two hundred peer review panelists before Christmas.
- Assisted with preparation and production of DICE Summit in addition to preparing the academy awards voting website.
- Worked at DICE Summit to help manage volunteers and fill in wherever help was needed.

Konami Digital Entertainment

Mobile Design Intern

2007 (January-May)

- Wrote design document and created prototype for popular Konami title redesigned for mobile.
- Participated in production and design for other mobile game products.

Bluefish Media GmbH (Gamebubbles LLC)

Producer/Designer

2004-2006

- Wrote design document for a casual game project
- Obtained games from casual game developers worldwide and got them into German distribution.
- Fostered relationships with developers to get games developed for publishing. Also involved aiding the design process through brainstorming.

QA Tester (3 companies)

Activision (2007-2008)

Vivendi Games (Summer 2006)

Electronic Arts (2003 May-September)

- Bee Movie (PS2), Kung Fu Panda (Wii & PS2), Guitar Hero World Tour (Xbox 360 & PS2)
- Eragon (PSP), F.E.A.R. (Xbox 360)
- Medal of Honor Allied Assault: Breakthrough (PC)

EDUCATION

BS, Computer Science - California State University Northridge, School of Engineering
MFA, Interactive Media - University of Southern California, School of Cinematic Arts

CAREER-RELATED PROJECTS

Barfly

MFA Thesis Project

- Conversational RPG in which player attempts to find love at a bar among its patrons
- Worked as Designer and Producer with own team of student volunteers and freelance contractors.

Cahokia

Serious Game

- Designed system of adventure game mechanics that in turn, operated an overall RTS game.
- Scripted, placed objects, and generated map geometry in Torque.

Fishualization

Interactive Installation for
Long Beach Aquarium of the
Pacific

- Exhibit allowing children to paint on a virtual canvas with fish.
- Designed interface of wands that allow children to draw on the canvas.

Sims 2 Teen Pack

Class-Made Expansion Pack

- Worked with proprietary Sims Edith editor provided by EA to create a set of themed objects.
- Designed "Principal breaking into house to find ditching student" object.