

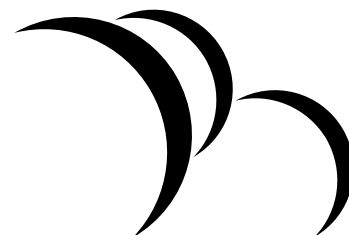
# Richard Lawrence Harrington

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## Work Experience

October 2010 to Present

### **GameDesk**

**Title:** Lead Engineer

**Duties Included:** prototyping gameplay, designing framework for visual effects, converting learning objectives to gameplay elements, advising art team on engine capabilities & limitations, developing pathfinding AI, creating general event-trigger system for gameplay, building a dialogue engine.

June 2010 to October 2010

### **Loki Studios**

**Title:** Lead Interface Artist

**Duties Included:** conceptualizing, developing, and supplying assets for the visuals in the iPhone game, Geomon, including all artwork for the interface and for the initial original creatures.

March 2010 to October 2010

### **Top Hat & Monocle**

**Title:** Project & Programming Lead

**Duties Included:** Building dynamic sidescroller & top-down character controller, interchangeable gravitational center system, modular event-trigger system, event-attached dialogue system, and constructing dynamic point-and-click camera rig, developing "3D Paintstroke" visual style and process guide, co-authoring story, and building levels from assets provided by art team.

November 2009 to October 2010

### **SLK.US**

**Title:** Computer Technician and Web Designer

**Duties Included:** redesigning SLK.US website, designing logos, designing branded stationery, repairing computers, repairing printers, setting up product demonstrations, and troubleshooting networks.

August 2009 to July 2010

### **Joshua Zappacosta**

**Title:** Web and Print Designer

**Duties Included:** designing the new compliancesolutionscanada.com site, redesigning work-safely website, designing print ad for Dr. Gale Zappacosta.

## Volunteer Work

March 2011 to June 2011

### **LA School of Global Studies**

**Title:** Volunteer Programming Teacher

**Duties Included:** Guiding high school students in the Game Development Internship program, teaching basic principles of programming, teaching principles behind technical game design concepts, and assisting with debugging and problem-solving.

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## Education

**Art Institute of CA — LA**  
2900 31<sup>st</sup> St  
Santa Monica, CA 90405

*Interactive/Game Design*  
*Game Wizards Team Lead*