

JAY JOHNS, III

1232 Oakland Street, Fort Wayne, Indiana 46808 Ph: 602.931.5863
Jay.D.Johns@gmail.com www.jayjohns.com

PROJECT MANAGER, UX DESIGNER, EDUCATOR, CONSULTANT

My professional focus centers on development: developing interactive applications and developing design students into tomorrow's industry leaders.

EDUCATION

- **Indiana University**, Indianapolis, IN
M.S., Human-Computer Interaction (2017)
- **Collins College**, Tempe, AZ
B.A., Game Design (2009)
Awarded: *Salutatorian*

CERTIFICATIONS

- Project Cost
- Communication and Leadership
- Building your influence as a Leader
- Communicating a Vision
- Communicating a Shared Vision

COMMUNITY INVOLVEMENT

- Consultant to a local game design company
- Prior adviser for student ADFED group at ITT Technical Institute Fort Wayne, IN
- Board of Directors for the IGDA Phoenix Chapter (2011)

PROFESSIONAL EXPERIENCE

Managing Member, *3r Interactive, LLC*,
Fort Wayne, IN (April 2012 – Present)

We create video games, mobile applications with a focus on education, books, audiobooks, and podcasts.

- Maintain communication with clients and contractors
- Manage tasks, set milestones, and ensure projects are completed in a timely manner for in-house and contracted projects
- Implement UX/UI techniques and user centered design
- Create digital artwork and audio files for clients, such as school districts and authors

Adjunct Instructor, *ITT Technical Institute*
Fort Wayne, IN (September 2011 - December 2015)

Participated in the creation of ITT Technical Institute's Intellicourse.
Taught Video Game Design courses, including:

- User Interface Design
- Level Design
- 3D Modeling
- Game Design Documents
- Flash Programming
- Quality Assurance
- After Effects
- Animation
- Instructional Design
- Use of Game Engines
- Rapid Visualization

Quality Assurance Specialist, *Digital Dream Forge*,
Scottsdale, Arizona (January 2011 – May 2011)

- Maintained compliance with Sony 1st Party Standards
- Located and tracked defects
- Documented findings in a bug tracking database
- Worked independently and in groups

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Quality Assurance Specialist, THQ, Phoenix, Arizona (June – November 2010)

- Located and tracked defects
- Documented findings in a bug tracking database
- Worked independently and in groups

Project Manager, Moonlite Games, Chandler, Arizona (October 2009 – May 2010)

- Developed websites and mobile applications (Android, iPhone, iPad) for businesses
- Coordinated social media outlets
- Brand management
- Assured all projects completed timely

Quality Assurance, D3 Publisher of America, Inc., Tempe, Arizona (April 2007 – October 2009)

- Prepared Ben 10: Protector of Earth's walkthrough
- Helped ship 10+ titles on SONY PSP, SONY PS3, Microsoft Xbox 360, Nintendo DS, and Nintendo Wii consoles
- Troubleshoot issues with purchased games
- Responsible for 1st Party Standards for US and European versions of the PS3, PSP, Nintendo Wii, Nintendo DS, and Xbox 360 titles

PUBLICATIONS

Johns, Jay Dee. "Strategic Design: Breaking Mental Models Initiates Learning in Video Games." *International Conference on Learning and Collaboration Technologies*. Springer, Cham, 2017.

PRESENTATIONS

Presenter, "Strategic Design: Breaking Mental Models Initiates Learning in Video Games." Human-Computer Interaction International Conference (HCII), July 09-14th, 2017, Vancouver, BC.

PRE-PROFESSIONAL EXPERIENCE

Private, Army National Guard, Camp Grayling, MI (2003 - 2006)

- Squad leader; responsible for 12 privates
- Awarded Outstanding Achievement and received 15 promotion points

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