

# Scott Jon Siegel

scottjonsiegel@gmail.com

## Work Experience in Games and New Media:

### **Game Designer, Zynga.**

Conceptualize and oversee improvements to social games; draft specifications, wireframes and other documentation for casual titles; Lead Designer on Scramble Live; June, 2008 to present; San Francisco, CA.

### **Game Designer / Columnist, The Escapist.**

Designed non-digital games with creative mechanics for monthly online column; wrote detailed post-mortems on design processes; July, 2007 to November, 2008.

### **Game Design Intern, area/code.**

Assisted in the development and playtesting of casual games, large-scale urban games, and ARGs; wrote creative copy for *Sharkrunners*; collaborated in design of *Chain Factor*; maintained company's blog; summers 2006, 2007; New York, NY.

### **Blogger / Columnist, Joystiq.com.**

Compose daily news reports, features, event coverage, and interviews for prominent video game blog; focus on non-digital games in bi-weekly column "Off the Grid"; September, 2006 to June, 2008.

### **Independent Game Designer, *Sqube, Network, etc.***

Design gameplay mechanics, UI for personal projects; playtest and iterate to construct original play experiences for digital and non-digital platforms; November, 2005 to present.

### **Correspondent, GamePolitics.com.**

Contributed news coverage to popular political games blog; September, 2005 to May, 2006.

### **Blogger, numberless.net.**

Maintain personal website about game design, the game industry, and technology; update regularly; March, 2004 to present.

### **Webmaster, Heroine-Sheik.com.**

Designed and maintain Village Voice blog focused on gender and sexuality issues in tech culture; April, 2005 to present.

## Education:

### **Bard College, Annandale-on-Hudson, NY USA.**

Four years studying Literature and the Integrated Arts with a concentration in Game Design; B.A. received May, 2007.

### **University College Dublin, Dublin, Ireland.**

One semester as an international student studying English and Linguistics; January, 2006 to May, 2006.

### **L'Institut de Touraine, Tours, France.**

Four-week, intensive French program involving one hundred and twenty hours in-class and home-stay; June, 2005.

## Awards and Recognition:

### **Speaker, MIGS 2009.**

Presenting at the Montreal International Game Summit: "Long-Tail Game Design: Building Games for Social Networks"; moderating followup roundtable on the topic of social game design; November, 2009.

### **IGDA Student Scholar, GDC 2007.**

Competitively-selected IGDA student scholar for the Game Developers Conference in San Francisco; paired with industry mentor Lasse Seppänen; toured local studio; responsible for post-conference write-up; January, 2007.

## Community Involvement:

### **Volunteer, Come Out & Play Festival.**

Assisted in design and presentation of area/code's *Crossroads* for two-day urban gaming event; September, 2006; New York, NY.

### **Volunteer, PEN American Center.**

Assisted event coordinators for PEN's State of Emergency, a series of readings by renowned international authors; November, 2005. New York, NY.

### **Member, IGDA.**

2006 to present.