

Christopher Barney

Senior User Interface Developer at TransPerfect

Ryha2000@gmail.com

Summary

I am a game designer with a professional background in web based applications, an educational background in virtual world design and conversational artificial intelligence, and personal background in interactive narrative and improvisational theater.

My goal is to save the world. No, really... and I believe that making games can be a huge part of that.

Specialties: Game Systems Design, Game Systems Architecture, Narrative Design, Software Project Specification, PHP 5, MySQL 5, HTML, XHTML, XML, JSON, CSS, AJAX, JavaScript, Drupal, jquery, ActionScript (2 & 3), SVN/CVS, Flash, Photoshop, Construct2, Gulp, Cordova PhoneGap, xCode

Familiarity with: Unreal Editor, QERadiant, Maya, Other 3d modeling technologies (wrl, wrx, etc)

Experience

Senior User Interface Developer at TransPerfect

July 2017 - Present

Parttime Lecturer at Northeastern University

August 2016 - Present

Teaching the Exploratory Concept Design course for the Masters in Game Science and Design program in the College of Arts, Media and Design.

PaxDev / PaxWest Speaker at Penny Arcade, Inc.

August 2017 - September 2017 (2 months)

I spoke on the 'Diversity Tools and Takeaways' panel at PaxDev (<http://dev.paxsite.com/schedule/panel/diversity-tools-and-takeaways>) as well as on the 'Yes, This is a Diversity 101 Panel. Yes, You Still Need It.' (<http://west.paxsite.com/schedule/panel/yes-this-is-a-diversity-101-panel.-yes-you-still-need-it>)

Speaker at devcom

August 2017 - August 2017 (1 month)

I spoke on 'The Culture of the Gaming Industry' panel as well as delivering a talk titled 'Why you need diversity in your games'.

Senior Software Engineer at Online Buddies, Inc.

May 2016 - June 2017 (1 year 2 months)

Full lamp stack web development. We used mysql stored procedures heavily and had a very large complex code base. During my time there we implemented a new Ampersand based front end, created a user to user matching game and implemented a video sharing service similar to youtube.

Speaker

April 2013 - April 2017 (4 years 1 month)

Delivered a talk titled "Put Down Your Gun: Video Games as Engines of Social Capital" (2013)

Delivered a talk titled "Why You Need Diversity in Your Games" (2017)

GDC Conference Associate Staff at UBM plc

March 2015 - March 2016 (1 year 1 month)

One of the largest and most closely knit groups of Video Game development professionals in the industry.

Also the best run, most effective and positive group I have ever been a part of. Nominally this group helps to run the Game Developers Conference, and they do indeed to that better than any other conference staff in the world. But beyond that this group is dedicated to the support and networking of it's members within the industry.

Game Engineer / Game Designer for Poptropica.com at Family Education Network

January 2015 - March 2016 (1 year 3 months)

Working on both the back end technology and game design of the Poptropica MMO, Funbrain educational games website and associated mobile apps.

Primary technical and game designer for Poptropica: Friends, social networking features for Poptropica

Mobile Designer for FunBrian Math Arcade mobile app.

Game Developers Conference Europe Speaker at UBM plc

August 2012 - July 2015 (3 years)

Presented the talk "Turning 100,000,000 Friends into Game Developers: User Generated Content in Poptropica" at the 2015 Game Developers Conference Europe. Talk available at www.gdcvault.com

Game Engineer / Game Designer for Poptropica.com at Pearson Education

January 2010 - January 2015 (5 years 1 month)

Working on both the back end technology and game design of the poptropica.com MMO

Speaker at Boston Festival of Indie Games

2014 - 2014 (1 year)

Delivered a talk titled "The Nature and Purpose of Games: Toward Social Justice"

Game Developers Conference Speaker at UBM plc

March 2013 - March 2013 (1 month)

I was selected to speak at the 2013 Game Developers Conference. I gave a talk titled '100,000,000 Friends You Can Never Know: Adding COPPA Compliant Social Networking to Poptropica'

GDCVault Recording: <http://www.gdcvault.com/play/1017752/100-Million-Friends-You-Can>

Web Development Consultant at Boston College

June 2008 - January 2010 (1 year 8 months)

Worked on Drupal based internal websites and other PHP/MySQL projects

Web Producer/Developer at CXO Media

October 2006 - May 2008 (1 year 8 months)

Production of HTML, JavaScript, ActionScript, and Content Management System for advertising content.

Anarchy Online ARK Events Story-line writer (volunteer) at Funcom

January 2004 - December 2006 (3 years)

I worked as a member of the 'Advisors of Rubi-Ka' a player based volunteer organization which performed community management and live events functions for FunCom's game Anarchy Online. Over my time there I moved from basic customer service to acting in live events and eventually to writing and running events and writing persistent in game characters. While unpaid the professionalism and skills that I acquired in this position rival any in my career.

Web Programmer at Vista Higher Learning

January 2006 - September 2006 (9 months)

Implemented a well planned object oriented back end for a learning and assessment website.

Writer/Actor

2002 - 2006 (5 years)

I wrote more than 10 scripts and numerous interactive vignettes for a historical/Arthurian fair. I also acted in the productions filling roles from the lead villain to the comic relief. Each year the fair drew from 10,000 to 30,000 attendees.

Lead Technical Web Developer at Azusa Pacific University

January 2000 - March 2002 (2 years 3 months)

Managed a team of ~25 interns implementing the universities externally facing website.

Education

Azusa Pacific University

MS, Computer Science, 2000 - 2002

Marlboro College

BA, Computer Science / Sociology, 1994 - 1999

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[Contact Christopher on LinkedIn](#)