

# JOHN VELGUS

GAME DESIGNER AND PRODUCER



## WHO IS JOHN VELGUS?

I am extremely passionate about finding the fun in experiences and helping others excel. I enjoy taking on new challenges while utilizing my diverse background, people skills, and enthusiasm. I am a huge fan of games of all kinds believing they have unlimited potential to amaze, connect, and teach us. My other interests include hiking, business, and charity work. I am known for my passion to learn and exceeding expectations.

### GET IN TOUCH

+1 (925) 204-9934  
jvelgus@gmail.com

### PORTFOLIO WEBSITE

jvelgus.com

## WORK EXPERIENCE

### GAME DESIGNER Freelance/Indie Game Development

(2017 – Present)

I am constantly playing and making games, both physical and digital, specializing in game design systems and content. Much of my focus has been on my three tabletop games (first game being finalized for free print-and-play release, second is design complete and signed to publisher Indie Boards and Cards, third is design complete and pursuing publishers). In addition, I am frequently involved in the game design community providing critical feedback, playtesting, QA, rulebook review and editing, helping run events, and providing Kickstarter advice.

### OWNER Velgus Media

(2011 – 2017)

Owned and operated all aspects of video production and digital media business. Excelled at a large variety of projects including promotional videos, large events and performances, livestreaming, video game trailers, interview packages, and short films. Notable clients include Knowlera Media (work was featured on Yahoo! homepage), Salsa Festival on The Fillmore, BioGENEious Convention, Casual Connect 2016, Charity Walk JP, and Acts Full Gospel Church.

### PRODUCER RECORDER/EDITOR Diablo Valley College

(2015 – 2017)

Recorded and edited over 50 video projects including college program promotional videos, graduation, lectures, faculty meetings, and special events. Worked with college department heads to define narrative vision and handle project logistics. Managed and organized video database, file system, and production equipment.

### GAME DESIGNER PROJECT MANAGER 4-Panel Footprint Game Studio

(2015 – 2017)

Negotiated with music artists to license over 40 songs. Decided game direction, game features, and business strategy with company owner. Created player progression system to increase player engagement. Constructed website content, press kit, and product pages. Managed Steam forums, updating community and addressing concerns.

### PRODUCER RECORDER/EDITOR Pleasant Hill City Channel

(2015 – 2017)

Recorded and/or edited over 80 video projects including concerts, holiday and community events, and award ceremonies. Additionally, worked a variety of roles on 28 episodes of 30-minute talk show (no commercials), which I also co-created the show format and graphics for. Supervised up to 6 crew members.

## OLDER WORK EXPERIENCE

### RECORDER/EDITOR ASSISTANT GAME DESIGNER GAME DESIGNER/RESEARCHER WEDDING VIDEO PRODUCTION RECORDER/EDITOR GUEST ASSISTANCE TEAM LEADER

Zach Nieman Productions (2014 – 2016)  
Crash Wave Games (2015 – 2016)  
Greenlight Games (2015 – 2015)  
Cinema Butterfly (2013 – 2014)  
Guava Films (2011 – 2013)  
Toys R Us (2009 – 2011)  
The Jungle (2007– 2009)

## EDUCATION

### GAME DEVELOPMENT ART DIGITAL MEDIA BROADCAST COMMUNICATIONS

4 Classes of Specialization Coursera/MSU (2016)  
Associates Degree Diablo Valley College (2011)  
Associates Degree Diablo Valley College (2010)

## PROFESSIONAL SKILLS

Excellent Written and Verbal Communication  
Game Design - Systems and Content  
Video Production and Editing  
Research and Planning

Project Management  
Adobe Premiere  
Adobe Photoshop  
Microsoft Office / Google Suite