

DAMON TABB
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**Proactive, creative problem solver.
Conceives innovative mechanics, systems,
and narrative for games and simulations.**

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- **Questions assumptions and applies critical thinking to tackle complex design challenges.**
- **Draws upon wealth of usability testing knowledge to champion and enhance user experience.**

GAME, SIMULATION, & NARRATIVE DESIGN

Published, award-winning game designer. Instructional and narrative designer, focused on non-linear dialog-driven training simulations. Special interest in conversation engine architecture.

- **2012-Present:** Creative Foundry Games: Owner, Inventor

KerFlip: Multi-award winning tabletop word game. Features innovative gameplay and mechanically transformative box design. Won the two most prestigious awards in N. America: *Mensa Select* and *Games Magazine's Game of the Year*.

Pickle Letter: Fast, fun, family game where you match tiles and, when you think there are no more matches to be found, challenge your opponents to find more. Whoever loses the challenge gets "pickled." Eat too many pickles, and you pickle out.

Monkey In The Middle: Family card game where you act out the gesture of the monkey on the card you play. If you end up being pointed at from both sides, you're in the middle. Try to steal your opponents' bananas, and avoid coconuts. Scalable gameplay allows children to play simpler rules than older kids and adults.

- **2006-2017 (multiple projects by contract):** Kognito Solutions: Simulation, Narrative, and Instructional Designer:

Projects: Operation Reach (resilience building game for kids); Together Strong (identifying at-risk veterans); Do the Right Thing (tobacco sales to minors); Practice Exposure Therapy (therapist PTSD training program); Meet Officer Roberts (police leadership training)

- Designed and authored series of award-winning game-based role-play training simulations, focused on building player knowledge, empathy, and competence in the fields of mental health and job performance.
- Collaborated with key stakeholders to define narrative elements, mechanics, and structures.
- Developed plot and character sketches, and established cohesive story arcs that drive game flow.
- Proposed and honed game mechanics to effectively translate narrative into engaging, dramatic gameplay.
- Coordinated with production to ensure narrative remains focused throughout project development.
- Defined action-driven tracking variables and rules to create realistic emotional AI for primary NPCs.
- Championed user experience as the driver of underlying narrative and game design considerations.

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- Worked closely with SMEs and key stakeholders to author needs analyses and other project documentation.
 - Designed a proprietary non-linear conversation engine, and used it to author an award-winning training simulation.

- **2005-2014 (multiple projects by contract):** SciMedMedia: Instructional and Simulation Designer:

Projects: OBI Training Suite; Virtual Doctor's Office

- Lead designer on a suite of simulation- and game-based training tools targeting interpersonal and critical thinking skills. Specific games include a story-based tool to understand and develop decision trees, and a turn-based activity providing a model for influence expansion in a closed system.
- Lead designer and writer on a series of immersive, conversation-driven simulations for physicians to earn their annually required CME credits.

SOFTWARE AND TOOLS: Microsoft Office, Google Workspace, Audacity, Chat Mapper, FTP, Salesforce/Veeva, DoubleClick Studio, Emailonacid/Litmus, Browserstack

DEVELOPING SKILLS: Unreal Engine, Final Draft, Twine, Lua, Python, Git, Selenium WebDriver, Adobe (XD, Photoshop, Dreamweaver),

QUALITY ASSURANCE

QA specialist, experienced in conducting and leading testing at all stages of development. Applies test-centric thinking and processes to better inform product design and development. Adept at working in agile spaces.

- **2017-Present:** FCB Health: Senior QA Analyst
- **2014-2016:** Hispanic Information and Telecommunications Network: QA Lead
- **2010-2011:** Playrific: QA Lead
- **2008-2009:** Zeemote: QA Lead
- **2007-2008:** SciMedMedia: QA Lead/Manager
- **2002-2003:** Fisher Price: QA Lead
- **1995-1997:** Acclaim Ent.: QA Tester/Analyst
- **1988-1989:** **Nintendo of America: Game Counselor

Responsibilities (varied by employer):

- Participate in product kickoff and design meetings to advocate for quality and usability throughout development.
- Author test requirements documentation, including process manuals, test plans, use cases, and test scripts.
- Lead and participate in testing of product, including smoke, workflow, regression, compatibility/configuration, usability, and acceptance testing.
- Organize and lead focus group and end user testing, and present findings to team.
- Manage internal and 3rd party configuration testing.
- Participate in new hire selection, training, and mentoring.
- Customize and manage project bug databases.
- **Nintendo only: Assisted callers with a variety of gameplay related questions

Proficient using the following defect tracking tools: Jira, Mantis, Bugzilla, Fogbugz, Redmine

EDUCATION

MS IN EDUCATIONAL TECHNOLOGY: 1999: GPA 3.87: Dept. of Technology and Society. SUNY Stony Brook.

- **Thesis:** *The Learning Imperative:* An examination of the relationships that exist among curiosity, evolution, learning, and technological innovation, and the challenges that humankind faces on the brink of critical mass.
- **Project:** *GridBlaster:* Proof of concept educational game, programmed in Java, that introduces and reinforces the concept of coordinate pairs to children several years ahead of curriculum guidelines.

BS IN ANTHROPOLOGY: 1994: GPA 3.25: Dept. of Social and Behavioral Sciences. SUNY Stony Brook.

- **Foci:** Studied human evolution, zooarchaeology, ethnography, and primatology; participated in the excavation of a late Bronze Age palace.

INTERMEDIATE LINGUIST CERTIFICATION IN RUSSIAN: 1991: U.S. Army Reserve, Defense Language Institute Foreign Language Center (DLIFLC). Presidio of Monterey, CA.

- **Focus:** 47 week military Russian Language course; graduated with honors from post-language training center.

References available upon request.