

Jason McIntosh

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Summary

- Software engineer and writer based in New York
- Expert at building maintainable projects from stable open technologies such as Linux, MySQL and Perl
- President and co-founder of [Interactive Fiction Technology Foundation](#), a digital arts nonprofit
- Author or co-author of numerous technology books and articles
- Maintainer of and contributor to [various open-source projects](#)

Work experience

President, Interactive Fiction Technology Foundation

March 2016 - Present

- Co-founded a charitable 501(c)(3) non-profit digital arts organization
- Oversee IFTF's various committees and programs, and planning the organization's upcoming goals and projects
- Provide ongoing technical expertise to the competition and archive programs
- Write and publish annual financial transparency reports
- Chaired a program that measured interactive fiction's accessibility, writing [the report of its conclusions and recommendations](#)
- Chaired the [annual interactive fiction competition](#) for four years, creating all its public-facing web technology in the process

Software consultant, self-employed

October 2006 - Present

- Create web and mobile applications to spec from scratch, co-designing them with clients to fit their needs
- Work daily with system and development technologies including Linux, MySQL, Apache, Perl, and JavaScript
- Maintain and further develop organizations' existing web-based applications
- Actively contribute to open-source efforts via GitHub and CPAN
- See portfolio of corporate clients at <http://appleseed-sc.com/portfolio.html>

QA lead, The Alchemists Transmedia Storytelling Company

January 2014 - April 2014

- Led quality assurance for [Transcendence: Origins](#), a narrative-game prologue to the Warner Brothers motion picture *Transcendence*
- Worked daily with a team to file and track bugs, succeeding in shipping a complex project under a very tight schedule

Game-studies researcher, self-employed

September 2005 - December 2015

- Lectured at Northeastern University's Creative Industries program, teaching a game study and design lab to 100 students
- Guest-lectured on games studies in venues ranging from online courses to MIT comparative-media classes
- Researched, implemented and published various games and game-related tools for the iOS mobile platform (iPhone and iPad); this included both self-directed projects and for-hire client work
- Edited and contributed to *The Gameshelf*, an independent blog and video series on the topic of game criticism

President, Volity Games

September 2005 - February 2011

- Founded and led a startup focusing on the study, critique, and improvement of online multiplayer games
- Organized seed-round fundraising and managed investor relationships
- Launched Volity, an open platform for multiplayer casual games
- Launched *Planbeast*, a service that helped users of existing online games find players with similar interests and schedule times to play together

Senior bioinformatics programmer, Harvard Medical School

July 2002 - September 2005

- Developed ChemBank, a web-based application that allowed chemists and biologists to store, review, and analyze the results of high-throughput screening experiments

Technology writer, self-employed

October 2001 - July 2003

- Co-authored the books *Perl and XML* and *Mac OS X in a Nutshell*, published by O'Reilly Media
- Wrote articles on Mac OS X for O'Reilly's online magazine

Software tools specialist, O'Reilly Media

November 2000 - October 2001

- Maintained and created software that helped the company publish its books, both in print and online
- Developed tools with Perl and XSLT to transform XML source documents into various target platforms, such as HTML or FrameMaker

Education

BA, English and Journalism, University of Maine

- Presidential scholar and Maine Press Association scholar

Projects and publications

- Major publications include co-authorship of two books for O'Reilly Media, and significant contributions to a third
- Frequent originator of and contributor to various free and open-source projects
- See <https://jmac.org> for a full accounting of past and current projects of public interest