

Johnnemann Nordhagen

Game Developer

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415.336.3724

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Skills

Award-winning game developer with 17 years experience as a programmer, designer, studio head, and more on AAA and indie projects.

Experience

Dim Bulb Games / Founder/Studio Head/Director

July 2014 - PRESENT, San Francisco, CA/Santa Fe, NM

Developed the award-winning narrative game *Where the Water Tastes Like Wine*. Created, managed, designed, and coded entire project. Hired writers, artists, performers, and other roles. Dealt with marketing, promotion, and business development.

The Fullbright Company / Co-Founder

April 2012 - July 2014, Portland, OR

Sole programmer on the award-winning narrative game *Gone Home*. Studio co-founder.

2K Marin / Programmer

January 2008 - March 2012, San Francisco, CA

Gameplay, UI, AI, console, and physics programming on BioShock for PS3, BioShock 2, and The Bureau: XCOM Declassified

Sony Computer Entertainment America / Software Engineer

January 2005 - January 2008, Foster City, CA

Application development for the Research and Development team through the launch of the PS3

Awards

British Academy of Film and Television Arts Award (*Gone Home*, 2013), Game Developers' Choice Award (*Gone Home*, 2013), IndieCade Developers' Choice Award (*Where the Water Tastes Like Wine*, 2017), IGF Nomination (*Where the Water Tastes Like Wine*, 2018), Brazil Indie Games Festival Best Narrative (*Where the Water Tastes Like Wine*, 2019)

Patents

US8332499 B2, "Virtual Space Management System"

US8887048 B2, "Media Data Presented with Time-Based Metadata"

Education

University of the Pacific / B.S. Computer Science

September 1998 - May 2002, Stockton, CA

University of the Pacific / B.A. Philosophy

September 1998 - May 2002, Stockton, CA