

SETH JOHNSON

INKSLINGER

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Employment

WizKids Games 2004-present

Designer: Create non-electronic games (miniatures games, strategy games, board games, card games) and intellectual properties for the core gaming audience and the mass market; lead products through all phases of production from initial concept to post-release analysis; write design documentation, all rules and flavor text, and web support; maintain internal documentation to track and coordinate project progress; communicate with all internal departments, external resources, and player bases to shape products and develop long-term plans for product lines; act as a primary public face for product lines online and at conventions. Projects include: *MageKnight* (lead designer on multiple releases, 2004-2005), *HeroClix* (lead designer, multiple releases 2005-present), *HorrorClix* (lead designer, multiple releases, 2006-present), *Pirates of the Spanish Main* (designer, multiple releases, 2005-present), *Battlestar Galactica Collectible Card Game* (additional design, multiple releases 2005-present).

Human Head Studios 2000 - 2004

Design Assistant: Coordinate team-designed multi-platform projects; write design documentation, dialogue scripts and manuals; design gameplay and cinematic sequences; provide web support; plan internal testing programs and integrate with outside testing and feedback; assist in project management (including human resources.) Projects include: *Rune* (2000; PC/Mac/Linux), *Rune: Halls of Valhalla* (2001; PC/Mac/Linux), *Rune: Gold* (2001; PC/Mac/Linux); *Rune: Viking Warlord* (2002; PS2), *Dead Man's Hand* (2004; Xbox/PC), and *Prey* (2006; Xbox360/PC).

Freelance Writer 1993-present

Inkslinger: Published work includes: *Dragonlance: Legends of the Twins* (Sovereign Press, 2006); *Advanced Race Codex: Gnomes* (Green Ronin Studios, 2006), *World of Warcraft Roleplaying Game* (6 books in line; Blizzard Entertainment / Arthaus Publishing, 2003-2005), *SKETCH! Adventure Game* (Corsair Publishing, 2000), *Kingdom of the Sword and Stars* (Sovereign Press, 2003), *Redhurst Academy of Magic* (Human Head Studios, 2003; 2004 Origins Award winner for Best RPG Supplement), *Campaign Magazine* (Fast Forward, 1998-2000), *Dawnforge: Age of Legend* (Fantasy Flight Games, 2004), annual essays for *The Year's Best Fantasy and Horror* (St. Martin's Press, 1997-2000); personal website *Ober Dicta* noted by MSNBC for coverage of February 2003 shuttle disaster.

James Frenkel & Associates 1995 -1999

Assistant Editor and Agent: Assist Tor Books consulting editor and literary agent on a wide variety of tasks ranging from manuscript review and editorial work on fantasy, science fiction, and historical fiction manuscripts to copywriting, contract and domestic/international rights negotiation, copy editing, and office management. Authors worked with include New York Times bestseller Terry Goodkind, SFWA grandmaster Frederik Pohl, Nebula Award-winner Andre Norton, and Hugo Award-winner Vernor Vinge.

Education

Bachelor of Science Degree May 1996

English with Writing Emphasis

University of Wisconsin-Madison

Undeclared minors: Physics, mathematics, film theory and production

Curriculum Vitae

A full listing and samples of my past projects are available at www.inkslinger.org.