

JAMES HAMPTON

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OVERVIEW

An innovative senior Designer and Producer who has provided leadership and creative direction to internal and external production teams to help build more than 50 published games in the past 20 years. Titles include award winning, top selling games for LeapFrog like **'Wall-E'** and **'Ratatouille'**, as well as the franchise defining version of **'Alien Versus Predator'** which was voted as one of the **'Scariest Games of all time'** by GameTrailers.com and Next Generation online.

HIGHLIGHTS

- Producer and Designer of eight award winning educational games, including titles based on movies in development from **Disney / Pixar** such as the summer 2008 title **'WALL-E'**.
- Producer and Designer who developed features for the Massively Multiplayer Universe – There. Including staging a 'live concert' event with the British pop rock band 'Steadman'.
- Producer and Designer responsible for launching **seven of the "50 Best Web Games"** featured in the March 2003 issue of **PC Gamer** magazine.
- Senior Producer and Designer who directed external development teams to build games on shockwave.com which received the 2000 **People's Voice Webby Award for 'Best Game site'**.

HISTORY

Consultant	Producer/Designer	2008 - present
LEAPFROG	Producer/Designer	2004 – 2008
THERE INC.	Producer/Designer	2003
SKUNKWORKS STUDIOS	Founding Member/Producer/Designer	2001 – 2002
SHOCKWAVE.COM	Senior Games Producer/Designer	1999 – 2000
CYCLONE STUDIOS/3DO	Lead Game Designer	1998 – 1999
ROCKET SCIENCE GAMES	Lead Designer/Producer	1995 – 1997
ATARI	Producer/Designer	1992 – 1995
MAXIS	Quality Assurance Supervisor/Lead	1992
LUCASFILM GAMES	Quality Assurance Supervisor/Lead	1990 – 1992

ROLES and RESPONSIBILITIES

Designer – Creative Direction – Identify core game mechanics and work directly with engineers, artists, and audio leads to determine direction of all elements of game. Mentor level designers and script writers through implementation, and refine and tune game play to deliver the best game possible.

Documentation – Write and maintain comprehensive design documentation that identifies and describes all elements of game titles in development.

Present, Review and Revise - Present game materials for review and approval from licensors, executives, international, legal, marketing, educational advisors, and product testing departments. Incorporate feedback into design and communicate changes to development team.

Producer – Lead, organize and oversee game development teams.

Schedule and Budgets – work with department leads to establish game production schedules and budgets. Track and report on current milestones and spend amounts.

Licensors – Collaborate with licensors to develop licensed based titles. Establish regular communication and feedback loop with licensor and present materials for review and final approval of games in development. Licensors worked with include **Disney / Pixar, Warner Brothers, Nickelodeon, New Line Cinema, 20th Century Fox, Comedy Central, and Sega.**

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AWARDS

Ratatouille

2007 Outstanding Product, iParenting Media Awards
2007 Small Screen Award, Parents' Choice Foundation

Cosmic Math

2007 Oppenheim Toy Portfolio, Gold Seal Award
2006 Children's Technology Review, Editor's Choice Award
2006 Parents' Choice Foundation, Parents' Choice Approved Award

Number Raiders

2006 Children's Technology Review, Editor's Choice Award
2006 Parents' Choice Foundation, Parents' Choice Approved Award

Letterpillar

2007 Oppenheim Toy Portfolio, Gold Seal Award
2007 Parents' Choice Foundation, Silver Honor Award
2006 Children's Technology Review, Editor's Choice Award
2006 Parents' Choice Foundation, Parents' Choice Approved Award

Gutterball

2002 RealOne Arcade Sports game of the year

Word Up

2002 RealOne Arcade Word game of the year

lordoftherings.net - Online Orc Builder

2002 Macromedia 'Site of the Day' - 11/28/2002

shockwave.com

2000 Webby Award, People's choice - Best Games site

Alien Versus Predator

2006 Declared one of the "Scariest Game of all time" (#4) - GameTrailers.com
1997 Voted one of the "Scariest Game of all time" (#3) - Next Generation Online poll
1994 Jaguar Action Game of the Year - Die Hard Game Fan magazine
1994 Jaguar Game of the Year - Game Informer magazine

TOOLS

Extensive experience with commercially available 'tools of the trade', includes; Word, Project, Excel, Power Point, Outlook, Visio, Dreamweaver, Photoshop, QA bug bases (such as Test Track Pro and Filemaker Pro), and some familiarity with proprietary game scripting and 3D Studio Max based level editor plug-in tools.

For more details, visit -
www.jameshampton.net

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Credits: published titles

LEAPSTER

WALL-E	Producer, Designer
Ratatouille	Producer, Designer
Scooby-Doo Spooky Snacks!	Producer, Designer
Dora Piñata Party!	Producer
Word Chasers	Producer, Designer
Cosmic Math	Producer, Designer
Letterpillar	Co-Designer, Producer
Number Raiders	Co-Designer, Producer

ONLINE

There	Producer, Designer
Lord of the Rings - Online Orc	Producer, Designer
Qbeez	Producer, Designer
Gutterball	Producer, Designer
Word Up!	Designer
Spelvin	Designer
Sveerz	Designer
Planet Hot Wheels mini-games	Designer
Austin Powers Move Your Mojo	Producer, Designer
Real Pool	Producer
shockwave golf	Producer, Designer
Centipede	Producer
Missile Command	Producer
Super Breakout	Producer
Frogger	Producer
South Park Mecha-Smash	Producer, Designer
Merlin's Quest	Producer, Designer
Columns	Producer
Swirl	Producer
Bricks of Steel	Producer
Castlemouse 2000	Producer
shockwave baseball	Producer
shockwave Tetris	Producer, Designer
Sky Racer 3D	Producer
Tank Wars	Producer
Deer Hunter	Producer
Faceball 3000	Producer, Designer
South Park Snowballs	Designer
Cassi	Producer, Designer
Big Mouth Bass 3D	Producer
Midway (10 arcade games)	Implementation Designer

GAME CONSOLES

Alien Versus Predator	Producer, Designer
Highlander	Producer, Designer
Fat Bobby	Producer, Designer
Gordo 106	Producer, Designer
Malibu Volleyball	Producer
Ninja Gaiden III	Producer
Raiden	Producer
Army Men Air Attack	Lead Designer