

DAYVID JONES

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PORTFOLIO

MY WEB SITE

www.dayvid.com/bio

At dayvid.com you can play some of my video games, view some of my film and video art, and more.

TUTOR GAME

<http://www.discoblomp.com/games/tutor-game/index.html>

The Tutor Game is part quiz, part video and slide show instructional tool, and part game. Concepts are introduced via video and slide shows, then players are presented with a multiple choice quiz game. Concepts and topics are introduced throughout the experience, allowing many concepts to be introduced in one session. There are two games to choose from, a strategy game and a connect game. The whole app is dynamically driven via XML, so an instructor can customize it, setting what videos and images play and when. Concepts can be introduced at any point, ex: videos and slides introduce a history concept followed by three questions, then another concept is introduced followed by 5 questions, and so on. XML controls all scoring and some of the behaviors of the games. I was the principle game designer, UX designer, developer, and graphic designer. It was partially funded by The National Science Foundation - <http://prn.to/ODQhcD>.

ENGINEERING HEIGHTS

<http://www.discoblomp.com/games/engineeringheights/index.html>

This is an educational tool, or serious game, for college freshman engineering students. Students are introduced to structural engineering principles with voice-overs, animation and activities. Then at the end of the app there is a building game with level progression. The levels include building a bridge for a train and building a water tower. It was partially funded by The National Science Foundation - <http://prn.to/ODQhcD>. I was producer, game designer, and UX designer. I led development, art design and production. I wrote first drafts of voice over scripts, and hired and managed VO talent. I created all sound FX. I hired, managed and led developers, and programmed supporting frameworks. And I hired, managed, and creative directed artist.

MOTORCYCLE TYCOON 2

<http://www.discoblomp.com/games/motorcycletycoon/index.html>

I produced and directed this game, game designed it and created the economy. It takes the time management game from Motorcycle Tycoon I and adds a top down racing game. I built a linear algebra framework and a physics engine. And I also built the AI engine. The next version of the game will include micropayments. This game combines three types of game mechanics, a tycoon game, and click management game and top down racing game. Players can control their motorcycle or they can sit back and watch their motorcycles race. Players hire mechanics to build their motorcycles, and then hire riders to race them.

MOTORCYCLE TYCOON

<http://www.discoblomp.com/games/motorcycletycoon/index.html>

I produced and directed this game, wrote the design doc and game play, and layout. I did all the programming, game design and sound fx.

FISHING CHAMPION

<http://www.discoblomp.com/games/fishingchampion/index.html>

I produced, game designed and directed this game. I created all sound effects, and programmed the entire game using 3d trig for 2d.

BATTLESHIP

<http://discoblomp.com/games/battleship/index.html>

I programmed this and game designed it for Hasbro's HUB site.

BASKET CASE

<http://www.dayvid.com/games/basketcase/index.html>

Contracted by RediStudios to develop a click manage game. It's a Facebook app.

CHARMED SPELL-CASTER

http://www.dayvid.com/games/charmed_spellcaster

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Charmed Spell-Caster is a fun twist on the classic card game Klondike Solitaire. I developed this game for Red i Studios and TNT.

GRAFIX LAB

<http://www.dayvid.com/games/grafix/index.html>

Grafix Lab is a fun urban themed paint tool. I developed Grafix Lab for ZooKazoo. All art was supplied by ZooKazoo, except for the cool drippy paint brush and spray can effect, I made those :)

SPARKATOIDS

<http://www.dayvid.com/games/sparkatoids>

I produced this game, and was the principle game designer. I composed the music track, even sang on it, and created all sound fx, and programmed it.

ICE HOPPER

www.dayvid.com/games/ice/index.html

I designed and programmed this game. I created all art and sounds.

SAND FLEA

<http://www.dayvid.com/games/sandflea>

This was a solo effort; I created all art, game design, and all the music and sound FX, and all programming.

ZOOKAZOO

www.zookazoo.com

Built user video submission tool, user content management tool, and video playback for users. Produced, project managed & developed. Also built create tool/paint tool. ZooKazoo is a very cool and fun kids virtual world.

SPARKTOP.ORG

www.sparktop.org

Built online kids community applications, create tools and games. Produced, designed, animated and programmed. Composed original music loops and sound FX. It's a super fun kid community site focusing on learning disabilities, check it out and go play.

GSB TIMELINE

www.dayvid.com/gallery/index.html#gsb_timeline

This is a timeline I designed and built for the Stanford Graduate School of Business. It was built with Flash 4.

STREET MUSIC SF

www.dayvid.com/movies/streetmusic_sf/index.html

A documentary about Street Musicians along BART stops in San Francisco. I'm producing and directing all stages of production, interviewed subjects, editing montages, designing and programming interface. The web component is still in production.