

JOSHUA D CLAUSEN

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I am an analytical, strategic thinker by nature. I thoroughly enjoy finding and developing the potential in those around me. My objective is to be a video game producer; I believe strongly in the intrinsic value of video games and I believe the role is a natural fit with my strengths.

School:

1997 – 2001 Westmont College; Santa Barbara, California, USA
BA Economics and Business

BA Engineering/Physics

2002 – 2003 Washington University in St. Louis, St. Louis, Missouri, USA
BS Applied Science with Major in Systems Science and Mathematics

Work:

2004 – Present Clayton and Associates, Inc Senior Consultant

- Consulting for Auto Dealerships- Process efficiency, auditing.
- Created software and hardware tools to improve productivity.
- Developed processes employed in business operations.

2004 – 2005 Brevity Solutions, LLC Owner/President

- Designed and developed DealerTOOL, a Web-based tracking system for auto dealers to help manage inventory and sales workflow. Used classic ASP, TSQL and Stored Procedures, JavaScript, Flash, MS Access.

2003 – 2004 Quilogy, Inc. Education Coordinator

- Coordinated class scheduling, student registrations, and instructors for 9 locations in 7 states
- Vendors included Microsoft Education and Oracle University.

2001 – Present S.O.S. Productions Producer/Partner

- Video production company- video editing, filming, lighting, audio recording, sound effects.
- Developed web-based content delivery system in classic ASP, JavaScript, MS Access.

Relevant Experience

Project Management

- Ongoing class scheduling management at Quilogy.
- Helped create class delivery process at Quilogy.
- Financial and project management for numerous events in college.

Process Development

- Developed auditing processes for Clayton and Associates
- Developed client tracking processes for Clayton and Assoc.

Budgeting

- Student Government budget creation and maintenance

Payroll

- Handled all payroll duties for Student Government (25 employees)

Scripting

- Prototyped autonomous creature management system ideas in the RealmCrafter MMO engine.
- Wrote from scratch 5 content management systems for web sites.
- Excel macro scripting for monthly reporting.
- Haar Wavelet decomposition, analysis and recomposition in Matlab.

Programming

- C/C++ exposure
- Matlab, SimScript
- JavaScript, VbScript, some Lua

Video Editing

- Producer/Partner for video production business.
- Event videography, interviews, campaign videos.

Audio

- Audio recording and mixing for bands, both on analogue machines as well as digitally on computers .
- Sound effect creation (both recording and processing)
- Set up and operated sound services for hundreds of events in college.

Other Interesting Experiences:

President of student body at Westmont College
 Instrumental, vocal, and theater performance
 Commercial fishing deck hand in Alaska
 Business Internship in China, 1999
 Remodeled kitchen down to wall studs, did all electrical and plumbing, cabinets
 Extra - Bourne Ultimatum movie

Design-related Interests:

How to integrate marketing into a MMO virtual world
 Ecosystem and economic simulation.
 Constrained player-generated content
 Intelligent NPC faction systems
 System balance and tuning
 I maintain a blog with my game industry interests at capnjosh.com

Various Interests:

Philosophy
 Scandinavian Speed Metal
 Sailing, skiing, snowmobiles
 Gaming- MMOGs especially, but really any will do
 Anthropological and cultural theory

Proficiencies:

Excel, Word, Publisher, Access, Acrobat
 Excel macros, database design, web design
 Video filming, lighting, editing, and publishing
 Database design and implementation, also programming languages
 Scripting languages
 Recognizing when someone else has a better idea than my own