

DENIS R. BURGER, JR.

11216 SW 81st Ave
Tigard, OR 97223
db@denisburger.com

QUALIFICATIONS

Software developer and manager with over 20 years experience building iPhone apps, web games, and PC CD-ROM games for technology and entertainment companies. Extremely knowledgeable in the complete software development life cycle from business development and contract negotiations to game design, software engineering, quality assurance and project management.

- Developer of two successful iPhone Apps currently on the iTunes App Store. SmackShot is an entertainment app that allows the user to have fun messing with pictures of friends. Kid Pics is a full featured children's creativity and learning app.
- Lead all business development efforts for both Insane Play, and Mudpuppy Studios, developing fruitful relationships with Microsoft, LEGO, Mattel, Disney, Real Networks and Reflexive Entertainment.
- Experienced business manager has negotiated dozens of game development and publishing contracts with budgets totaling over \$10M.
- Chief designer of over 30 computer games developed for major software and entertainment companies including Broderbund, Disney, and the Discovery Channel. Principal user interface designer for nine computer connected smart toy devices developed for Microsoft, Intel and LEGO.
- Successfully managed large multidisciplinary teams in the development of over 50 educational and casual games released online and on CD-ROM.

PROFESSIONAL EXPERIENCE

INSANE PLAY, LLC, Founder – Game Development Manager **2002 to Current**

Manages production and programming for this game development company focused on the development of iPhone games and casual computer games sold online. Programmer and user interface designer of two original iPhone games. Manages all business operations including business development, contracting, product design, application and web development, marketing and sales for Insane Play.

MUDPUPPY STUDIOS, President **1998 to 2001**

Founded and managed Mudpuppy Studios, a 25 person educational game development company. Lead Mudpuppy to \$1.5M in sales in its first year and strong growth each year after. Developed solid business relationships with partner companies in the consumer and entertainment software markets, resulting in over \$10M in development contracts with Intel, Mattel, LEGO and Disney. Developed innovative smart toy products in partnership with Intel and LEGO, including the Intel Microscope, innovative vision input devices and a computer controlled laser light show. Managed all financial, legal and contracting responsibilities at Mudpuppy, including all corporate filings, copyrights, patents and trademarks.

IMAGEBUILDER SOFTWARE, Vice President/Executive Producer **1989-1998**

Developed over 30 games and consumer software products for Macintosh, Windows, and UNIX environments. Quickly advanced from Software Engineer to Program Manager, then promoted to Executive Producer and Vice President. Managed the workflow, scheduling, and staffing of large, multi-disciplined teams of designers, programmers, artists, animators, and musicians creating CD-ROM based multimedia products. Managed the core internal development team responsible for building all strategic technologies, cross-platform graphics engines, and internal processes used by the studio's staff to create games.

EDUCATION

BS, Computer Science, Oregon State University, Corvallis, OR

TECHNOLOGIES AND SOFTWARE

Developed games and apps using Xcode, Flash, Dreamweaver, MS Project, MS Office, and other tools that fit the job. Experienced developing in Objective C, C++, C, Flash, HTML, XML, etc.

WEBSITES

Visit DenisBurger.com and InsanePlay.com to find out more.

SOFTWARE DEVELOPMENT CREDITS

Managed the development of over 50 games and consumer software products. Directly involved in designing and developing all of the following computer games for various combinations of the Windows, Macintosh and UNIX platforms.

Super Groovy, *Insane Play, Designer, Producer*

Fusion, *Insane Play, Designer, Producer*

PC Light Effects Studio, *Intel, Designer & Exec. Producer*

Magic Paintbrush, *Intel, Designer & Exec. Producer*

3 LEGO smart toy playsets, *LEGO, Exec. Producer*

Book of Pooh, *Disney, Exec. Producer*

Riffage CD-ROMs for *SPIN Magazine, Riffage, Designer & Exec. Producer*

2 Little Bear CD-ROM Games, *TLC, Designer & Exec. Producer*

Reader Rabbit ADAPT, *TLC, Designer & Exec. Producer*

Arthur games, *TLC, Designer & Exec. Producer*

Fisher Price CD-ROM game, *Mattel, Producer*

Hot Wheels CD-ROM game, *Mattel, Producer*

Arthur's Reading Roundup, *Microsoft, Designer & Exec. Producer*

Arthur's Math Carnival, *Microsoft, Designer & Exec. Producer*

Arthur's Brainteasers, *Microsoft, Designer & Exec. Producer*

Pictionary, *Hasbro, Designer & Exec. Producer*

Create and Play Safari, *Time Life, Designer & Exec. Producer*

Sky Watching, *Discovery Channel, Designer & Exec. Producer*

Pirates: Captain's Quest, *Discovery Channel, Designer & Exec. Producer*

Multimedia Craft Kits, *PrintPaks, Producer*

Mega Munchers, *TLC, Producer*

Math, Word and Knowledge Munchers Deluxe, *MECC, Producer*

Super Munchers Deluxe, *MECC, Producer*

Big Job, *Discovery Channel, Designer & Producer*

Amazon Trail CDROM Edition, *MECC, Producer*

Tabletop & Tabletop Jr., *TERC, Engineer & Producer*

Storybook maker, *Jostens Learning, Engineer*

Aspen Business Graphics for *UNIX, Windows and Mac, Designer & Lead Engineer*

Larry Laffer Utilities, *Sierra, Designer & Engineer*

Harvard Graphics *display and printer drivers, SPC, Engineer*