Zachary Johnson

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EDUCATION

University of Minnesota, Bachelor of Science, Computer Science	2004
University College London	2003

HONORS AND AWARDS

Gamer's Voice Award Nominee, *SXSW* – Austin, TX	2019
PAX Week Best of The MIX, Guest's Top Pick, *The MIX* – Seattle, WA	2017
Best Indie Game, *2D Con* – Minneapolis, MN	2016
Winner (Utility/Fun), *Node.js KO* – @nodeknockout	2012
2nd Place, Games Inspired By Music, *Boing Boing* – boingboing.net	2010
Maroon Award, *University of Minnesota* – Minneapolis, MN	2009

SELECT EXHIBITION HISTORY *(Invited to exhibit work)*

Indie MEGABOOTH, Boston Convention and Exhibition Center – Boston, MA	2019
SXSW, Austin Convention Center – Austin, TX	2019
Fantastic Arcade, Alamo Drafthouse Cinema – Austin, TX	2018
PAX West, Seattle Convention Center – Seattle, WA	2018
The MIX at GDC, 981 Mission Street – San Francisco, CA	2018
MAGFest, Gaylord National Convention Center – National Harbor, MD	2018
Fantastic Arcade, Alamo Drafthouse Cinema – Austin, TX	2017
Bit Bash, Revel Fulton Market – Chicago, IL	2017
The MIX at E3, 1010 Wilshire Rooftop – Los Angeles, CA	2017
Playdate at ZineFest, California Market Center – Los Angeles, CA	2017
Open Screens at A Maze, Urban Spree – Berlin, Germany	2017
PixelPop, St. Louis Science Center – St. Louis, MO	2016
2D Con, Doubletree Convention Center – Bloomington, MN	2016
GlitchCon, Bauhaus Brew Labs – Minneapolis, MN	2016
Northern Spark, The Mill City Museum – Minneapolis, MN	2016
Maker Faire, Minnesota State Fairgrounds – St. Paul, MN	2016
Playful Sounds, Orchestra Hall – Minneapolis, MN	2016
IndieXChange at IndieCade, Veterans Memorial Center – Culver City, CA	2015
Play & Together, Umber Gallery – Minneapolis MN	2009

SELECT PROJECT HISTORY

Console, Digital – Replica 8086 PC era amber monochrome CRT terminal with networked chat	2023
Vast: The Crystal Caverns, Video Game – Prototype action spin-off of popular board game	2020
Joggernauts, Video Game – Chaotic color-coded puzzles with your friends	2018
Illuminated Arcade Deck, Installation – Oversized functioning arcade controls w/ lighting	2017
IceCold.Games, Web – A community website for a cold state that makes cool games	2017

SELECT PROJECT HISTORY *(Continued...)*

NESpectre, Installation – NES game console "haunted" by audience participants	2016
Donutron, Installation – Free donut themed arcade cabinet in a donut shop	2016
Time Machine, Digital – A fully functioning time machine, not a game	2015
Quintessential Qube, Web – An open source implementation of the perfect 3D CSS cube	2015
Cycho, Video Game – Tron-style light bike racing on the surface of a giant Hitchcock-ian eye	2015
Beemo, Mobile App – Your very own personal BMO from Adventure Time on your iOS device	2013
The Legend of Equip > Pants, Video Game – An episodic adventure about equipping pants	2013
SOPA Blackout Template, Web – Viral template for the blackout protest against SOPA law	2012
Narwhal Knights, Video Game – Massively multiplayer jousting knights on flying narwhals	2012
Apestronauts, Video Game – Massively multiplayer update to the classic GORILLA.BAS	2011
Procedural Galaxy, Web – Procedural spiral galaxy studies in 3D for your web browser	2010
Infiltration at Dusk, Video Game – Music-inspired retro shooter with unique keyboard input	2010
Winternetizer, Web – Turn any website on the internet into a snowy wonderland	2009
Isocube, Web – Isometric cube demo in the pre-3D era of web browsers	2009

SELECT SPEAKING ENGAGEMENTS

"Panel: The Return of Couch Play" (60 mins), PAX East – Boston, MA	2019
"Joggernauts" (45 mins), *Fantastic Arcade* – Austin, TX	2018
"NESpectre" (30 mins), *JS Conf EU* – Berlin, Germany	2017
"NESpectre" (50 mins), *IndieCade East* – Queens, New York, NY	2016
"NESpectre" (60 mins), *Fantastic Arcade* – Austin, TX	2016
"Indie Game Developer Microtalks" (10 mins), *Minnebar* – Minneapolis, MN	2014
"Ready to Play: JavaScript/HTML5 Game Dev" (60 mins), *IGDA-TC* – Minneapolis, MN	2011
"Improve UX with Informal User Testing" (50 mins), *MinneWebCon* – St. Paul, MN	2010
"Standardizing User Interfaces" (50 mins), *MinneWebCon* – St. Paul, MN	2009

VOLUNTEER WORK

Committee Member, Multiplayer Extravaganza Co-Host, *IGDA-TC*	2014-2019
Co-Founding Committee Member, *MinneWebCon*	2008-2017
Volunteer Instructor, *Coder Dojo - Twin Cities Chapter*	2013
On-Air DJ, Music and Marketing Depts. Volunteer, *KUOM / Radio K*	2003-2004

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Amelia Fruzzetti, "PAX West 2018 Fifty-Game Frenzy," *Nintendo Wire*, September 19, 2018
   https://nintendowire.com/news/2018/09/19/pax-west-2018-fifty-game-frenzy-day-8/

Carlyn Hill, "9 Indie Games We Loved at Bit Bash," *Threadless*, August 17, 2017
   https://blog.threadless.com/9-best-indie-games-we-played-at-bit-bash/

Matt Miller, "The Best Indie Games Of E3 2017," *Game Informer*, June 18, 2017
   https://www.gameinformer.com/b/features/archive/2017/06/18/the-best-indie-games-of-e3-2017.aspx

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Derrick Sanskrit, "Dog butts and a 'haunted' NES: The strange game machines of IndieCade East," *AV Club*, May 19, 2016
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András Neltz, "6,000 Video Game Deaths, Visualized as a Christmas Tree," *Kotaku*, December 24, 2013
  https://kotaku.com/6-000-video-game-deaths-visualized-as-a-christmas-tree-1489026504

Ezra Klein, "The five best anti-SOPA protests," *Washington Post*, January 18, 2012
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Joe Berkowitz, "Join The SOPA Blackout, Courtesy Of Zachary Johnson," *Fast Company*, January 17, 2012
  https://www.fastcompany.com/1679399/join-the-sopa-blackout-courtesy-of-zachary-johnson

Zachary Sniderman, "STOP SOPA Code Turns Any Site Dark to Protest Stop Online Piracy Act" *Mashable*, January 17, 2012
  https://mashable.com/archive/stop-sopa-code-go-dark

Andy Brett, "Our Favorite New Apps From The Node.js Knockout Competition," *TechCrunch*, September 1, 2010
  https://techcrunch.com/2010/09/01/nodejs-knockout/

Christopher Blizzard, "3D transforms in Firefox 3.5 – the isocube," *Mozilla Hacks*, June 15, 2009
  https://hacks.mozilla.org/2009/06/3d-transforms-isocube/