

**JAMES ROLLIN BISHOP**  
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## **Objective**

To obtain gainful employment in a position that allows me to utilize my set of skills to their full extent, most of which deal with writing, game design and the management and support of a community.

Barring that, finding employment where I can learn, grow and provide excellent service with my broad list of talents and abilities.

## **Education**

Indiana University Southeast – New Albany, IN  
Bachelor of Arts in English, Writing and Literature  
Activities: *The Voice* Student Editor, Spring 2008 – Fall 2009  
Publications: 1<sup>st</sup> Place Winner 2009 IUS Writing Competition, “To Catch the Rain”  
2008 IUS Review, “Foundling”  
2009 IUS Review, “The Zenith of the Swing”

## **Work Experience**

UBM TechWeb; September 2010 to Present

- Contributing Writer  
Biweekly columnist for GameSetWatch, writing on the subject of narrative, characters, dialogue and general game design. First and subsequent columns were well-received and often republished on sister-site Gamasutra. The very first saw widespread attention after being republished and was referenced by BioWare, Wired and other notable companies.

Gamertell; February 2010 to Present

- Staff Writer  
Writing articles on a freelance basis and other assorted duties, including but not limited to working the backend content management system in order to provide quick and easy posting of all articles I have written. Attended Electronic Entertainment Expo 2010 for Gamertell.

IGN Entertainment: Planet Fallout; November 2008 to Present

- Contracting Editor  
Responsibilities include managing database modules; managing, editing and confirming user-created map markers for the map module; keeping in touch with the community via the Planet Fallout forums.

DIYGamer; February 2010 to August 2010

- Staff Writer  
Regular weekly columnist for DIYGamer, writing on the subject of indie games and all things indie related. Attended the first annual PAX East 2010 for DIYGamer and covered many of the indie games on the show floor. Have also been part of their podcast on occasion.

James R. Bishop

The Game Reviews.com; February 2009 to July 2010

- Staff Writer  
Writing articles on a freelance basis and performing editorial work and pitching and writing accepted feature articles. Went to E3 2009 for the TGR Network and attended appointments for them while there for everything from Rock Band to Jumpgate: Evolution. Have also been a part of their related podcast, Big Red Potion, two times. Was also responsible for a regular column, Spooky Bard, twice a month.

Anycraze.com; June 2003 to June 2009

- Forum Administrator and Content Editor  
Performing upkeep on the forum message boards in order to keep civil discussion; acting as a conduit between the userbase and the owners; editing and approving user-created content.

IGN Entertainment: Rise of the Argonauts Vault; August 2008 to January 2009

- Site Manager  
Finding and posting news; keeping in touch with the developers and Community Manager for Codemasters; writing editorials, previews and reviews; keeping a handle on the pulse of the community via message boards, official and unofficial; and general site duties without the help of an assistant manager or any other staff.

KoL Coldfront; January 2006 to November 2006

- Site Manager  
Providing up to date news on the Kingdom of Loathing; overseeing and managing the online community surrounding the game and its official fansite; and brought about the major merger between KoL Coldfront and the KoL Wiki with Coldfront keeping their name.

### **Core Competencies**

- Adobe Photoshop
- Content Management Systems
- Editorial Writing
- Forum Software
- HTML
- Windows (Vista / Win7)

### **Other Interests**

Eagle Scout in the Boy Scouts of America.

Some fluency in Spanish

### **References**

Available upon request.

James R. Bishop