

# Jason McIntosh

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## Summary

- Project leader, software engineer, and technical writer based in New York
- Author or co-author of [numerous technology books, articles, and project documentation](#)
- President and co-founder of [Interactive Fiction Technology Foundation](#), a digital arts nonprofit
- Maintainer of and contributor to [various open-source projects](#)

## Work experience

### President, Interactive Fiction Technology Foundation

*March 2016 - Present*

- Co-founded a charitable 501(c)(3) non-profit digital arts organization
- Oversee IFTF's various committees and programs, and planning the organization's upcoming goals and projects
- Provide ongoing technological leadership to the organization and its various programs
- Write and publish annual financial transparency reports

### Software consultant, self-employed

*October 2006 - Present*

- Doing business as "Appleseed Software Consulting", I have provided technological consultation and leadership to a number of companies and nonprofits
- Designed, implemented, and delivered:
  - Improvements and extensions to Oxford University Press's account management system
  - A reservation system, with both customer-facing and point-of-sale components, for [Bay State Cruise Company](#) in Boston
  - A digital-archive cataloguing tool for Tufts University
  - Quality-assurance leadership for "Transcendence: Origins", a narrative-game prologue to the Warner Brothers motion picture "Transcendence"
  - A number of web-based cataloguing and search tools for the [Maine Memory Network](#), a service of the Maine Historical Society
  - The web-based application that runs the [Interactive Fiction Competition](#), an annual festival of digital art
- See full portfolio at <http://appleseed-sc.com/portfolio.html>
- Notable side projects include BumpySkies (<https://bumpyskies.com>), which predicts and maps turbulence expected during commercial air flights

### Technical writer and researcher, self-employed

*October 2001 - Present*

- Creating improvements to the Perl programming language's official documentation, funded by grants from The Perl Foundation; this includes drafting [a documentation style guide](#), and defining a standing documentation team within the Perl project
- Led a qualitative research team to measure the accessibility of interaction fiction platforms, writing [the final report of its conclusions and recommendations](#)
- Have written freelance articles for various online publications, including Linode.com, Opensource.com, and O'Reilly Media's websites (see <https://jmac.org/tech-writing-portfolio/> for full portfolio)

- Co-authored the books *Perl and XML* and *Mac OS X in a Nutshell*, published by O'Reilly Media.

## President, Volity Games

*September 2005 - February 2011*

- Founded and led a startup focusing on the study, critique, and improvement of online multiplayer games
- Organized seed-round fundraising and managed investor relationships
- Launched Volity, an open platform for multiplayer casual games
- Launched Planbeast, a service that helped users of existing online games find players with similar interests and schedule times to play together

## Senior bioinformatics programmer, Harvard Medical School

*July 2002 - September 2005*

- Developed a web-based application that allowed chemists and biologists to store, review, and analyze the results of high-throughput screening experiments

## Software tools specialist, O'Reilly Media

*November 2000 - October 2001*

- Maintained and created software that helped the company publish its books, both in print and online
- Developed tools with Perl and XSLT to transform XML source documents into various target platforms, such as HTML or FrameMaker

## Education

### BA, English and Journalism, University of Maine

- Presidential scholar
- Maine Press Association scholar

## Projects and publications

- See [my homepage \(https://jmac.org\)](https://jmac.org) for a list of past and current projects of public interest
- See [my technical writing portfolio \(https://jmac.org/writing\)](https://jmac.org/writing) for a list of major publications and contributions

## Technical skills and interests

- **Expertise:** Linux, Apache, MySQL, Perl, HTTP, HTML, XML, macOS
- **Competence:** Python, JavaScript (including node.js), Objective C, XSLT, Oracle
- **Other interests:** Blogging, game studies, interactive fiction, the open web