

3 QUESTIONS FOR

Jonathan Chmura

It's his job to lure you (or your kids) into hours of playing video games. Meet one of the crafty game producers from Atari's Beverly campus.

While other boys where dreaming of becoming firefighters or astronauts, were you scheming up ways to become a video game maker?

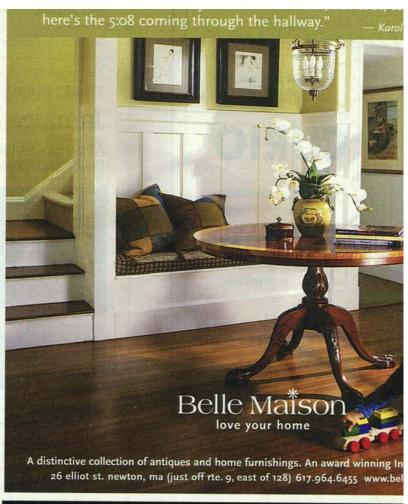
I grew up basically with video games. Any game system – I owned it, I loved it. I spent all my time playing. In school, I got involved with computers, saw how it was advancing as an industry. I always wanted somehow to get involved. Never once did I think one day I'd be actually working for Atari. Honestly, this is my dream job.

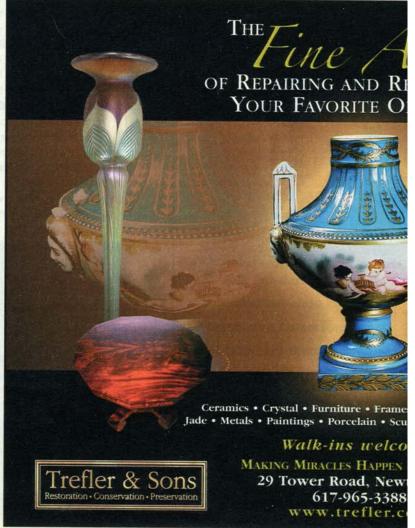
Do you hole yourself up in your office and just play - I mean, work - for hours on end?

I'm currently working on four titles in different stages of development for different platforms, like Game Boy Advance and PlayStation 2 [PS2]. My main focus right now is a Transformers game for PS2, which will be released May 11. So I pretty much have PS2 attached to my body. I don't play for a solid block of four hours a day, but I've spent 750-plus hours playing Transformers. You have to be familiar with the technology that you're working on. But outside of what we're creating, I'm also a big gamer at heart. I own all the console systems just to make sure I'm up on what's out there for the competition. I go home after a 12-hour day and somehow find the time to play more games. It's never boring.

Be honest: Are all your friends jealous?

So I've been told, on more than one occasion. Some people really don't understand what my role is. A lot of people think, oh, you play games all day. My family seems to think I sit down at my computer and write the code. I am heavily involved in this development, but I'm not the one typing away on my computer. I have a team of 70 programmers at my beck and call. I have very jealous friends. — Julia Tolliver Maranan





THE BOSTON GLOBE MAGAZINE.