

# JEREMY P. BAGAI

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## EDUCATION

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Ph.D., Experimental Cognitive Psychology, University of Pennsylvania, May 1999  
MA., Experimental Cognitive Psychology, University of Pennsylvania, August 1992  
BA., Psychology, University of California at Berkeley, August 1990

## EXPERIENCE

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**Founder / Developer of *FlashBack* (Android / iOS via PhoneGap)** 2012-present

Cross-Platform Backgammon Flashcard App. Search for Flashback Backgammon, or:



- *Coded in HTML5, CSS, JavaScript, JQuery, JQuery Mobile, Python.*
- *Led project (one additional remote developer) from conception to release.*

**Senior Product Manager, CyberArts** 2008-2011

CyberArts was one of the world's first online real-money gaming sites. After the UIGEA restricted the US market in 2006, CyberArts transitioned to providing customized software platforms for independent gaming operators in legal jurisdictions. Acquired by Ultimate Gaming in 2011. (Promo video: <http://goo.gl/4bwylP>)

- *Researched, wrote specifications and managed development / launch of Asian Gaming Suite (Baccarat, Big2, Fight The Landlord); opened new markets leading to immediate 2.5M in sales.*
- *Managed graphic and functional redesign of Bingo product leading to first 1M sale.*
- *Designed game-play, math-model, and back-office configuration of four fixed-odds games: Victory at Sea, Super Goal, Lucky Dice, and Roulette.*
- *Managed development of in-house tools (Flash client; Statistical modeling of gaming outcomes).*
- *Managed local and remote development teams (California, Bulgaria, Philippines).*

**Owner / Editor of The Fortuitous Press ([www.fortuitouspress.com](http://www.fortuitouspress.com))** 2001-present

Designed, edited, published, marketed, and distributed four critically-acclaimed books on modern backgammon strategy:

- *Classic Backgammon Revisited, by Jeremy Bagai* 2001; 2nd Ed. 2005
- *Backgammon Boot Camp, by Walter Trice* 2004; 2nd Ed. 2007
- *Backgammon Praxis, Volumes 1 & 2, by Marty Storer* 2005

**Editor, Word One New York** 2007-2008

- *Manuscript development, coordination, production.*
- *Content editing, copyediting, proofreading.*

<b>Technical Editor, Wiley Publishing</b>	2006
<ul style="list-style-type: none"> <li>• <i>Technical editor for "Texas Hold'em For Dummies."</i></li> </ul>	
<b>Technical Writer, CyberArts</b>	2004-2005
<ul style="list-style-type: none"> <li>• <i>Wrote sales copy, compliance documentation, bug reports.</i></li> <li>• <i>Centralized documentation processes over multiple products and projects.</i></li> </ul>	
<b>Instructor / Tutor, Compass Education Group</b>	2004-2005
<ul style="list-style-type: none"> <li>• <i>SAT, ACT, SSAT, ISEE, GRE tutoring.</i></li> </ul>	
<b>Instructor / Tutor, Student Learning Center of U. C. Berkeley</b>	2003
<ul style="list-style-type: none"> <li>• <i>Statistics lecturing and tutoring.</i></li> </ul>	
<b>Assistant Trader (Equity Options), Susquehanna International Group</b>	2002
<ul style="list-style-type: none"> <li>• <i>Traded equity options.</i></li> <li>• <i>Taught applied game theory.</i></li> </ul>	
<b>Visiting Lecturer, Wharton School of Business</b>	1999-2001
<ul style="list-style-type: none"> <li>• <i>Taught Behavioral Game Theory, Decision Making, Negotiations.</i></li> </ul>	

## TEACHING

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<b>Introduction to Statistics</b>	2003
<ul style="list-style-type: none"> <li>• <i>U.C. Berkeley, Student Learning Center (2 undergraduate sections)</i></li> </ul>	
<b>Negotiations and Dispute Resolution</b>	1994-2001
<ul style="list-style-type: none"> <li>• <i>Wharton School of Business (16 MBA sections, 6 undergraduate sections)</i></li> </ul>	
<b>Behavioral Game Theory and Decision Science</b>	1999-2001
<ul style="list-style-type: none"> <li>• <i>Wharton School of Business (2 undergraduate sections)</i></li> <li>• <i>U. Penn. Dept. of Psychology (3 undergraduate sections)</i></li> </ul>	
<b>Animal Learning</b>	1994-1995
<ul style="list-style-type: none"> <li>• <i>U. Penn. Dept. of Psychology (2 undergraduate sections)</i></li> </ul>	
<b>Cognitive Psychology (Co-instructor)</b>	1993
<ul style="list-style-type: none"> <li>• <i>U. Penn. Dept. of Psychology (1 undergraduate section)</i></li> </ul>	

## SKILLS

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- HTML5, CSS, JavaScript, JQuery, JQuery Mobile, Python, VBA, VMware, Git, SourceTree.
- Trained in experimental design, research methods, and statistical analysis.
- Backgammon: Ranked 34<sup>th</sup> worldwide (2013 Giants of Backgammon List).
- Accomplished juggler; improving Lindy Hopper; bruised snowboarder.