JOHN RICCI, JR.

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PROFILE

- Creative game developer / producer offering proven talents in the design and production of innovative and marketable projects for television.

PROFESSIONAL EXPERIENCE

JRJ Games

Game Developer / Producer / Creative Consultant / Software Programmer ***1991-Present***

Founded this independent company offering consultative and full creative-development services for the design of television game formats and interactive software.

PROJECT & CAREER HIGHLIGHTS

Dave & Buster's Arcade Challenge ***2026-Present***

- Single-handedly negotiated and secured the television rights to the Dave & Buster's arcade and restaurant brand for adaptation into an original primetime game show format.
- Conceived and developed a large-scale primetime competition series built around the brand's arcade gaming IP, blending physical gameplay, audience interaction, and high-stakes entertainment elements.
- Currently pitching the series to major broadcast networks, cable outlets, and streaming platforms for development and production partnerships.

Million Dollar Bingo ***2025-Present***

- Conceived and developed Million Dollar Bingo, an original, high-stakes game show format that reimagines the classic bingo game as a dynamic, interactive, and social competition.
- Being shopped domestically & internationally by Endemol Shine.

The Blockbuster Game ***2025-Present***

- Television rights holder for this classic brand, currently in development with Endemol Shine.

Dave & Buster's Arcade Challenge ***2025-Present***

- Television rights holder for this retail arcade/restaurant brand, currently developing a primetime game show around it.

MGM Development ***2023***

- Assisted in development of several new game shows as well as programming a series of computer software for a presentation at Amazon.

25 Words or Less ***2020-2023***

- Served as game judge for the 4 seasons of the syndicated series.

Tic-Tac-Dough ***2021***

- Game Producer for a new version of the classic X & O trivia game.

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NBC's College Bowl ***2020***
- Developed a reboot of a classic game show for NBC as well as hosting all internal run-thrus.

Generation Gap ***2020***
- Programmed pitch software for this proposed Jimmy Kimmel series.

Concentration ***2020***
- Programming pitch software for the reboot of this classic NBC show.

America Says ***2019***
- Served as game judge for the GSN game show America Says.

Snoop Dogg Presents: The Joker's Wild ***2017***
- Game producer; produced by Sony and hosted by Snoop Dogg.

Carnival Cruise Lines ***2017***
- Commissioned to create 10 original game concepts to be played on Carnival Cruise Line cruises.

Wink Martindale Enterprises ***2013-2025***
- Formed a partnership with Wink Martindale.

$100,000 Pyramid ***2015-2022***
- Served as game producer and judge.
- In charge of office run-thrus during host training.
- Served as game judge for 5 seasons, making split-second decisions.

Divided ***2015-2016***
- Programmed a fully functioning computer program in order to test different game formats with multi-monitors and a buzz-in system which was used for all network presentations.

The Wall ***2015***
- In charge of in-office run-thrus developing the NBC series.

Chain Reaction ***2014***
- Wrote custom software to assist the development of the program as well as train our host prior to production. In studio served as game judge for all 40 episodes produced.

Million Second Quiz ***2013***
- Game producer; developed game software used in the presentation which sold the show to NBC.
- In charge of all run-thrus during the entire development stage.
- Worked closely with Ryan Seacrest during the live broadcast, feeding lines, information and cues to help him emcee the game smoothly.
- In charge of briefing all game contestants prior the live broadcast.

The Pyramid ***2012***
- Hosted run-thrus for Sony and GSN in order to illustrate gameplay.
- Served as writer & producer for pilot & all 42 episodes.
- Briefed contestants and celebrities to the rules during tape day.
- Game judge making split-second decisions for all 42 episodes.

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Scrabble Showdown ***2011-2012***

- Developed a TV game show for *Hasbro* based on the board game.
- Programmed and operated all of the game software that was used during run-thrus and pilot presentations.
- Game judge for all 30 episodes.

Hasbro: The Game Show ***2011-2012***

- Served as co-developer, co-producer and co-director to adapt The Hub's "Family Game Night" into a LIVE game show that launched on Carnival Cruise Line's new premiere ship The Breeze in Italy.

Slingo & Every Second Counts ***2008-2009***

- Co-created & co-produced two pilots for *Slingo, Inc*. based on their highly successful brand, a combination of bingo and slots.
- *Every Second Counts* – A new and original high-risk, tension-filled primetime game show with an amazing new twist.

Combination Lock & The New Joker's Wild ***2006-2007***

- Created this original game pilot produced by *Sony Pictures Television* and *King World*.
- Co-producer and creative consultant for the television pilot.
- Developed a working relationship with *Wheel of Fortune* and *Jeopardy* producer Harry Friedman, who served as executive producer.
- Co-producer and creative consultant on this new version of *The Joker's Wild* which was paired with *Combination Lock*.

The Price is Right Live ***2005-2006***

Producer / Assistant Producer / Contestant Coordinator / Director
A Fremantle Produced / Live Stage Show based on the popular daytime game show.

- *Handled all aspects of production which was performed twice daily.*
- *Conducted rehearsals and made changes prior to performances; Consulted and briefed talent regarding game format and verbiage.*
- *Served as final judge for all decisions relating to actual game play.*
- *Implemented game/model schedules and supervised production staff.*
- *Maintained each day's contestant database of bids used to select contestants and dealt with possible entry errors or discrepancies.*
- *Served as Show Director, live switching between 3 camera feeds, computer graphics as well as seamlessly merging video clips throughout the performance.*

Family Feud Live ***2005-2006***

- Consultant to the production on how to adapt the television program into a successful live stage show.

Pictionary ***2003***

- Recruited to retool a pilot based upon this successful home game. Introduced and incorporated critical game elements that improved the strategic component and entertainment value of the production.

References Upon Request