

# Jonathon Myers

Executive Creative Director | Product Development Leader



Boston, MA



jon@jonathonmyers.com



857-363-0727



[LinkedIn Profile](#)

As an executive in interactive media and voice technology, I've created several cutting-edge experiences that have shaped industry standards and user engagement. This portfolio highlights six key projects that demonstrate my expertise in creative leadership, technical innovation, and strategic partnership development.

For comprehensive details, case studies, and media content for each project, please visit my - [Portfolio Site](#)

## Jurassic World Revealed (2018)

*Partnership with Universal Pictures, Amazon Alexa, and Amazon Delivery*

- First-ever freemium interactive audio story with voice purchase on Alexa
- Award-winning marketing campaign coordinated with film release
- Finalist for Webby and Voice Summit awards
- Pre-release teaser experience co-marketed the film and the Alexa skill
- Launch day engagement exceeded 100,000 users



View full case study – <https://jonathonmyers.com/post/jurassic-world-revealed>

## Capstone Press Library (2017-2024)

*Partnership with Capstone & Launch Partnership with Amazon Kids+ & Google*

- First Alexa children's voice purchasing and subscription content
- Adapted 50+ educational books into 15 interactive story bundles
- Multi-modal interactive experiences for Google Nest devices
- Digital Book World Publishing/Storytelling Voice Developer of the Year
- Featured launch partner at Google I/O for Interactive Canvas



View full case study – <https://jonathonmyers.com/post/capstone>

## Mr. Robot: Daily Five/Nine (2017)

*Partnership with USA Network*

- Webby Award Winner - Best Voice Game
- Early multi-modal visual experience on Alexa Show devices
- Seamless integration with television series narrative
- Innovative on-location audio recording in NYC



View full case study – <https://jonathonmyers.com/post/mr-robot>

## Bose Frames (2019)

*Hardware Launch Partnership with Bose AR*

- First interactive audio experience integrating spatial gesture recognition
- Key launch partner for Bose Frames debut at SXSW
- Featured installation at CES to demonstrate hardware capabilities
- Technical product management for voice and gesture control system

View full case study – <https://jonathonmyers.com/post/bose-frames>



## Ultimate History Quiz (2018)

*Partnership with A+E Networks & HISTORY*

- Launched the first voice purchasing experience on Alexa
- Served millions of users, developing a rabid fanbase
- 30% D7 and 15% D28 retention rates
- Voice industry standard for daily free to play content

View full case study – <https://jonathonmyers.com/post/ultimate-history-quiz>



## Futurama: Game of Drones (2016)

*Collaboration with Fox Digital Entertainment and Wooga Games*

- Led narrative production integrating beloved IP with casual gaming
- Developed a deep narrative integration with mobile mechanics
- Established scalable episodic content framework
- Initiated and managed live operations content production cadence

View full case study – <https://jonathonmyers.com/post/futurama>



## Leadership Impact

Throughout these projects, I've demonstrated:

- Strategic vision in identifying and executing first-to-market opportunities
- Ability to build and lead high-performing cross-functional teams
- Success in managing complex partnerships with major entertainment brands
- Track record of delivering award-winning innovations
- Expertise in bridging creative vision with technical execution

## Looking Forward

I'm passionate about pushing the boundaries of interactive entertainment and creating engaging user experiences that set new industry standards. My portfolio demonstrates a consistent track record of innovation, successful partnership development, and technical leadership.

For comprehensive details, case studies, and media content for each project, please visit my - [Portfolio Site](#)

Thank you for your time.