

EXPERIENCE

TOKYOPOP

12/2010 – 03/2011

Remote

Game Producer, *Bizenghast: Wicked Labyrinth*

- Managed iOS game development across multiple remote contractors
- Ensured brand consistency
- Assisted in game & level design
- Developed sound design
- Tuned progression & economy

Game Producer, *Skelanimals Snowball Spectacular*

- Managed iOS & Android game development across multiple remote contractors
- Ensured brand consistency
- Assisted in game design
- Developed sound design

ELECTRONIC ARTS - TIBURON

07/2009 – 07/2010

Orlando, FL

Assistant Producer, *EA Sports MMA*

- Nearly full end-to-end production of Career Mode content (cinematics, emails, voicemails, web articles)
- Scripted content dispensing logic for 1000+ events
- NPC dialogue writing & logic scripting/implementation
- Oversaw production of 150+ cinematics; trained content creators
- Managed camera logic for 20+ gyms & venues

GORILLA SYSTEMS CORPORATION

01/2009 – 06/2009

Tampa, FL

Designer, *Unannounced New Platform*

- Research & prototyping

Designer, *Unannounced Wii Title*

- Camera authoring & placement for game environments
- Designed 12 motion-controlled musical mini-games

ELECTRONIC ARTS - TIBURON

09/2008 – 12/2008

Orlando, FL

Production Intern, *EA Sports Central Online*

- Matchmaking feature owner across all X360/PS3 sports titles
- Guided Matchmaking feature development and future online architecture improvements for title year 2010-future

FLORIDA INTERACTIVE ENTERTAINMENT ACADEMY/COHORT 4 GAMES

08/2007 – 12/2008

Orlando, FL

Producer & Designer, *Zephyr: Tides of War*

- **IndieCade@E3 2009 showcase selection
- **IndieCade@SIGGRAPH 2009 showcase selection
- Managed asset creation and implementation in 16 person team
- Co-developed game design
- In charge of player/crew NPC interaction, voice commands, player feedback mechanisms, and on-ship/world environment & ambience
- Designed & wrote missions using in-house mission editor.

EDUCATION

FLORIDA INTERACTIVE ENTERTAINMENT ACADEMY

Fall 2007 – Fall 2008

Orlando, FL

Interactive Entertainment MS, Production (3.850 GPA)

UNIVERSITY OF CENTRAL FLORIDA

Fall 2003 – Spring 2007

Orlando, FL

Digital Media BA, Internet & Interactive Systems (3.599 GPA)

SKILLS

TOOLS:

- Microsoft Office
- Mindjet MindManager
- Perforce
- DevTrack
- Code Collaborator
- UnrealEd (Engine 3)
- Kismet
- Fonix VoiceIn
- OC3 FaceFX
- Autodesk Maya
- Adobe Photoshop
- Camtasia
- Final Cut Pro
- Adobe Premiere
- Adobe AfterEffects
- Adobe Soundbooth
- Adobe PageMaker/InDesign

SKILLS:

- Game Development
- Project Management
- Team Management
- Public Speaking
- Mind Mapping
- Gameplay Balance & Tuning
- Scripting
- 3D Modeling
- Video Editing
- Audio Editing
- Web Design
- Graphics Design

INTERESTS/HOBBIES:

- Video Games (1000+ games)
- Film
- Music
- Blogging
- Candid Photography
- Toys
- Cooking
- Deal-Hunting

****References available upon request.****