

Skills

- **Agile / Scrum** - leading multi-disciplinary internal and external teams using flexible agile methodologies. Running daily meetings and scrum.
- **Scheduling / Roadmap Planning** - Planning around risk, breaking roadblocks, and setting the cadence for an entire team on multi-million dollar projects on time with all goals met.
- **People Management**- Provided career advice, weekly 1on1s with team members. Resolved disputes, interviewed candidates for best team dynamics.
- **Pipeline Process** - Created my own game, Doggo Dungeon, solo on iOS & Android. I understand how to make games from start to finish for all disciplines. Been in the industry 10 years on several successful products.

Experience

PlayStudios, Burlingame, CA

Producer

06/2017-06-2019

Lead a cross functional team of 25 people to create over 18 slot machine games in one year based on the King IP. Outlined an aggressive roadmap to hit our goals and worked with an overseas satellite studio to achieve it. Worked with leadership across departments to ensure live ops, marketing, and game creation were all in sync. Started communication and progress tracking best practices that were adopted by the company. Ran daily scrum and planning meetings. Created touch points for the team to always be in sync and working in parallel.

Pocket Gems, San Francisco, CA

Senior Art Coordinator / Producer

06/2014-06/2017

Created technical and visual styles guides - sped up review process and allowed game to be finished in a 3 month cycle. Provided art direction to outsource studios - created new tracking process adopted by company that improved work flow by 50%. Fixed production processes - Managed internal multi-disciplinary team tracking asset creation and timeline. Pushed for improvements based on my timeline to put us 1 month ahead of content instead of scrambling last minute each week. Set the pace for several titles before moving on to the next to touch every game in the company and improve it's work flow: War Dragons / Campus Life / Night at the Museum: Hidden Treasures / Paradise Cove / Secret Passages / Hidden Agendas / Wild Beyond.

Zynga, San Francisco, CA

Senior Artist

09/2009-06/2014

Saved over 400 hours a quarter by advocating for process changes and tool improvements. Received an award for driving these tool improvements. Worked cross discipline to ensure quality art on schedule using agile / scrum methodologies. Oversaw handing off the entire game to the satellite India office. Travelled to India for a month to teach the team on the Farmville brand and technical aspects of game creation. Managed a team of artists as direct reports. Trained 2 interns and 3 junior artists on art style, brand, and animation. Created art and animation for several assets that made over \$1,000,000 alone.

Warm & Fuzzy Logic, Long Beach, CA

Lead Artist

10/2008-09/2009

Created 3D assets and props for PC games GoPets & GoDance. Designed UI wireframes and art for Book of Secrets.

Interacted with the community, moderating the forums.

Wrote and designed quests for GoPets weekly.

Education

- Digital Animation & Game Design, 2008
Ferris State University, Grand Rapids, MI