

# TONY TRUDEAU

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## Summary

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10 years in the video game industry with a proven track record of excellent leadership, artistic, production, and technical skills. Familiar with JIRA, Scrum, and Agile practices. Extensive knowledge and experience in social, free-to-play, and mobile games.

Created strong relationships between artists and outsource vendors. Improving Farmville art pipeline, managing art production schedule, resulting in saving the company time and money.

Worked on several wildly successful shipped titles including Farmville, Mafia Wars, Royal Charm Slots, Night at the Museum, War Dragons, Paradise Cove, Campus Life, and GoPets: A virtual pet mmorpg.

## Experience

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### **Producer - PlayStudios**

**June 17 - Current**

#### **Royal Charm Slots**

Led a multi-disciplinary team of 20 people to create over 18 slot machine games based on King IP.

Helped with the interview process to insure our team was filled with top notch talent and to insure team dynamics.

Started communication and progress tracking best practices that were adopted by the company.

### **Senior Art Outsource Coordinator - Pocket Gems**

**June 14 - June 17**

#### **War Dragons / Campus Life / Night at the Museum / Paradise Cove / Secret Passages**

Managed an internal team of artists, programmers and designers for an unannounced project.

Experience working with cross-functional teams including Art Directors, PMs, Programmers, Artists, Designers.

War Dragons / Campus Life / Night at the Museum: Hidden Treasures / Paradise Cove / Secret Passages / Hidden Agendas

Created production schedule for multiple games at once, keeping several outsource studios on track using Agile/Scrum and very familiar with JIRA and basecamp.

Helped manage internal and external schedule to launch two successful games.

Critiqued and directed art work sent by outsource studios, 3D, painted, and vector art for various games.

Created new tracking procedures adopted by the company to improve work flow.

Created visual and technical style guides for studios to follow.

Managed a budget for outsource vendors for art and audio.

Worked on existing IP Night at the Museum, partnering with FOX and creating visual likeness of actors.

### **Senior Artist / Producer - Zynga**

**September 09 - June 14**

#### **Farmville / Mafia Wars 2**

Saved over 400 man hours with process changes and tool improvements. I received an award for driving these tools improvements.

Worked cross discipline to ensure quality art done on or ahead of schedule using AGILE/SCRUM.

Oversaw the entire art team in handing off the game to India. Provided documentation on Farmville's brand and technical aspects of the art.

Managed a team of 4 artists as direct reports and vendors, working with 6 outsource in an agile project environment. Trained an entire team in India on Farmville art style.

Trained 2 interns and 3 junior artists on Farmville art style, brand and technical aspect of animation.

Provided vector based art and flash animations for several top selling assets.

Produced 3D models and textures along with vector art, UI Elements, and flash animation.

Reviewed art from outsource.

**Lead Artist - Warm and Fuzzy Logic**

**October 08 - September 09**

Created 3D environments, props, textures for the games GoDance and MMORPG GoPets.  
Designed UI from wireframes to completion for GoDance and Book of Secrets.  
Interacted with community, creating buzz, managing contests and performed GM duties.  
Wrote quest text along with designing in-game item art requests.

## Education

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**Bachelor of Arts Digital Animation & Game Design**  
Ferris State University, Grand Rapids, MI

**2008**