

EXPERIENCE

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
- Gym trainer audio writing & logic scripting/implementation
- Fight announcer audio logic scripting/implementation
- Oversaw production of 150+ cinematics; trained content creators
- Oversaw art production for 4 magazines & 13 posters
- Managed camera logic for 20+ gyms & venues
- Managed subtitles for 400+ lines of audio
- Documented workflows/pipelines in wiki

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
- Authored & presented reports, design docs, & pitches
- Collaborated daily with Central Online team at EA Canada

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
- Supervised character, creature, vehicle design & animations (hand-keyed & motion-capture)
- Designed & wrote missions using in-house mission editor.
- Developed and presented weekly status report materials
- Produced rip-o-matics and video trailers
- Documented project status using internal Wiki
- Developed and maintained promotional website (<http://zephyr.cohort4games.com>)

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
- Aurora
- GameBryo
- Torque Game Engine
- Panda3D
- Fonix Voiceln
- Autodesk Maya
- Adobe Photoshop
- Microsoft Photodraw
- 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 (800+ games)
- Film
- Music
- Blogging
- Candid Photography
- Toys
- Cooking
- Deal-Hunting