

Objective

I am a dedicated team player, able to use a wide variety of skills to solve problems and move a project forward. I aspire to eventually lead a team as the lead producer.

Work Experience

Koolhaus Games

Quality Assurance

August 2010 - December 2010

Two shipped titles: Madden 11 for iPad, and Contra 4: Redux for mobiles.



- Update for EA's Madden NFL 11 for iPad, including multiplayer and Vintage Voltage game modes
- My role: QA testing for multiplayer component and Vintage Voltage game mode
- Provided qualitative and design feedback on Vintage Voltage



- Remake of Contra 4 for over 200 different phone models, including Android, Blackberry, Windows Mobile CE and feature phones
- My role: QA testing, bug tracking and regression
- Suggested and implemented methods to improve efficiency

Sangari Active Science

Interaction Designer

July 2010 - October 2010

- Integrated videos into prototype interactive science textbooks for elementary schools
- Assisted with initial design and project scoping of final product

Student Project: Womp!

Centre for Digital Media & Microsoft Game Studios

January 2010 - April 2010

A collaborative four player game for the Xbox 360, and recipient of a development grant from Microsoft and initiated by Don Mattrick

- Programmed core game play elements using XNA and TorqueX 2D
- Designed and mixed all audio effects and musical elements
- Assisted with game design and project management

Student Project: Precipice

Centre for Digital Media & United States Department of Energy, Office of Intelligence and Counter Intelligence

September 2009 - December 2009

An interactive narrative simulation about environmental awareness that demonstrates the impact of even the smallest decisions.

- Managed team task and bug lists
- Integrated 3D content and built environments using the Unity game engine
- Programmed game play elements

Animation Brewery

Interaction Designer

June 2009 - August 2009

- Worked with Executive Producer to develop project outlines and budgets
- Designed and programmed Flash interface for custom educational product
- Designed and programmed Flash game prototype
- Assisted with illustration colour and clean up

Simon Fraser University Surrey

Teaching Assistant, Game Design and Foundations of Game Design

September 2005 - April 2006

- Provided design feedback on student projects
- Marked assignments
- Helped develop daily lesson plans

Education

Centre for Digital Media - Great Northern Way Campus, Vancouver BC

Graduated with a Masters Degree in digital media, April 2010

Part of the University of British Columbia, Simon Fraser University, Emily Carr Institute of Art, British Columbia Institute of Technology

Simon Fraser University Surrey / TechBC, Surrey BC

Graduated with a Bachelors of Science in Interactive Arts, October 2005

From the School of Interactive Arts and Technology program

Skills

Tools / Languages

- Adobe Flash, Soundbooth, Photoshop, Premier, Illustrator, Flex
- Unity 3D
- TorqueX 2D
- Actionscript 3.0
- C# / XNA
- JavaScript
- HTML / CSS
- Microsoft Office

Development

- Excellent written and oral communication skills
- Project management and task prioritization
- Game design
- Experience using Agile and Scrum development methods
- Interaction design
- Audio editing
- Theatre sound and lighting design

References

Haris Widjaya

Technical Project Manager, Koolhaus Games
778-846-3421 haris@koolhausgames.com

Jim Bizzocchi

Director, Masters of Digital Media Program, Great Northern Way Campus
778-782-7437 jimbiz@sfu.ca

Stu Wenschlag

Executive Producer & Partner, Animation Brewery
604-215-1556 stu@animationbrewery.com