**Profile**

With 17 years of software development experience with various sized firms, from startups to large publicly traded companies, I have built my career by focusing on bringing effective project management and communication best practices to every organization I am part of. I enjoy working with cross-discipline teams to release predictable, on-time, quality products.

**Experience**

GREE International, Inc. 02/2015 to Present San Francisco, CA

***Senior Project Manager***

Manage the day-to-day and quarterly operations for a 45 person game development studio in Vancouver B.C. for f2p (free-to-play) mobile / tablet RPG game called Knight & Dragons. Own the release management / publishing submissions of monthly milestone builds on Google Play and iTunes. Provide project management tools to make dev team more organized by being more predictable, delivering on-time, quality products / new feature development. Experience with Live Operations events and monthly OTA content scheduling. Transitioned entire product (Engineering, Product Management, Content, Art+UI/UX, QA) from Canada to India development team.

Rocket Speed, Inc. 04/2014 to 09/2014 San Francisco, CA

***Game Designer and Office Manager***

Integrated slot machines in Unity, game configurations and balancing in MS Excel using proprietary slot machine game engine / tech. Authored slot machine design documents communicating overall direction, theme, and gameplay mechanics for internal and external development teams. Investigated and secured art and audio outsourcing partners; provided daily feedback with internal Lead Artist to ensure project clarity and timeliness. Day-to-day studio operations, office services (internet, food, water, supplies), floor plan / furniture setup, accounting / vendor invoices, and authored studio / company policies.

Zynga, Inc. 06/2008 to 04/2014 San Francisco, CA

***Lead Producer*** *– Zynga Poker 04/2013 to 04/2014*

Managed and provided quarterly reviews for eight (internal) direct reports and three (internal) managers. Managed the quarterly studio roadmap schedule. Managed the day-to-day schedule (feature ramps, releases, and unplanned hotfixes) for live game studio. Established studio processes; i.e. pre-production pipeline, cross-discipline costing, and playthroughs. Standardized pipeline flow and definition of pre-production process. Trained production team on overall studio process and best practices. Studio Staffing POC - Tracked all headcount needs in collaboration with leads and People Operations. Helped other cross disciplines establish their respective quarterly goals in relation to the studio at large.

***Lead Producer*** *– CastleVille 12/2012 to 03/2013*

Responsible for the day-to-day project management of CastleVille feature development. Established team alignment between individuals, pods, and the studio at large. Provided clear consistent and communication of all progress between (San Francisco, Dallas, and Bangalore) studios. Successfully planned all simultaneous product development and release timeliness to coincide with business goals. Reduced the average feature release time, overall build stability, and release quality through better tracking tools. Provided guidance on all phases of cadence. Managed the training and handoff for a live game transition between San Francisco and Bangalore studios. Conducted weekly 1:1 mentoring with internal and external staff on improving situational awareness, perspective (context), overall studio process, best practices, and expectations.

***FrontierVille 2*** *(New IP)*  *12/2012 to 03/2013*

Contributed to FrontierVille 2 pre-production and green light process, established the project calendar and milestone defintions / goals for next divisional project. Responsible for creating high level staffing and project milestone schedule from Concept to Live Product. Began preliminary set up for project infrastructure.

**Experience Continued…**

***Senior Producer*** *– CastleVille 08/2012 to 11/2012*

Managed and provided quarterly reviews for eight (five internal + three external) direct reports and two (one internal + one external) managers. Created several process and consistency improvements for the studio. Prepared weekly and quarterly Production reports. Prepared transition plan between Dallas and San Francisco Production teams. Standardized all pods to offer consistent project management and predictable releases to stakeholders.

***Senior Producer*** *– FrontierVille / Pioneer Trail 09/2010 to 07/2012*

Responsible for the day-to-day project management of FrontierVille feature development. Managed the release lifecycles for ~50 features and three game expansions. Managed five (external) direct reports and two (external) managers. Trained external partners on how Zynga operates (Baltimore, MD, Bangalore, IN, and Eugene, OR). Created and maintained the Feature Release Milestone Calendar to better standardize all cross-discipline feature development into a multi-step milestone calendar. Championed our Customer Support (CS) efforts by prioritizing fixes, allocating cross-discipline resources and scheduling point releases every Tuesday to help reduce excessive (6k daily) CS ticket levels.

***Producer*** *– FishVille 07/*2009 to 08/2010

Member of the initial concept team through final game hand-off to the Zynga Bangalore studio. Scheduled and adhered to initial aggressive / experimental four week development schedule. Managed FishVille marketplace; brainstormed / surveyed aquatic themes and created roadmap schedule. Spearheaded and executed the content pipeline earning $10.1 million over 13 months.

***Associate Producer*** *– DragonWars, Guild of Heroes, and Zynga Poker* 06/2008 to 06/2009

Cloned (MafiaWars) xWars game platform into fantasy genre. Managed artists, engineers, and designers to make the first 3D dungeon crawler on Facebook. Grew team from three to 27 and custom tailored development personnel for a fantasy / MMO. Co-introduced Scrum to Zynga. Created studio capacity calculator in Excel Google Docs to assist Zynga Poker dev pod management. Managed 11 international and domestic art and three audio outsourcing partners.

LucasArts 08/2007 to 06/2008 San Francisco, CA

***Associate Producer***

Managed $300k production budget of cinematic outsourcing for pre-rendered full motion video (FMV’s). Authored outsourcing milestone schedules & contracts. Maintained the approval process for all art. Collaborated with script writers for game story outsourcing. Collaborated with sound designers for game audio outsourcing. Production point of contact (P.O.C.) for: International, Operations, Marketing, Creative Services, Web, PR, Finance, Quality Assurance, Audio, IT, Mastering Lab, Compliance, Consumer Insights and Business Affairs. Managed the submissions process for game ratings certification with ESRB and international rating boards. Managed the external source code escrow (Iron Mountain).

Stormfront Studios, Inc. 06/2005 to 05/2007 San Rafael, CA

***Associate Producer***

Managed day-to-day production including the development team schedule. Managed the production of in-game art assets and cinematics. Managed the submission process to publishers and maintained the approval process for all art. Sustained communication between team members, vendors, consultants, and publishers. Created in-game cinematics and character scripted events. Designed and implemented single & co-op levels for an action/adventure title. Created rough environments in 3D, level logic, and camera placement. Created and maintained a physical and digital Art department archive.

**Education**

Academy of Art University 1997 to 2001 San Francisco, CA

* Bachelor of Fine Arts in Computer Arts

**Skills**

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| --- | --- |
| **Project Management** | **Task Tracking and Bug Management** |
| •       Microsoft: Office, Visio, Project | •       Atlassian: JIRA |
| •      Google: Suite | •       Asana: Asana |
| •       Atlassian: JIRA, Confluence, Trello | •       Shore Labs: Kanban Tool |
| •       ScrumAlliance: Certified Scrum Master (CSM) | •       Bugzilla.org: Bugzilla |
|  | •       Mantis BT Team: MantisBT (bug tracker) |
| **Version Control / Repositories / Platforms** | •       Seapine Software, Inc: TestTrack  |
| •       Google Play: Developer Console |  |
| •       Apple: iTunes Connect | **2D/3D / Creative** |
| •       Apple: Application Loader, Xcode | •       Adobe: Photoshop CS |
| •       GitHub, Inc.: GitHub | •       Balsamiq: MockUps 3 |
| •       Atlassian: SourceTree | •      Unity Technologies: Unitiy3D |
| •       THE TORTOISESVN TEAM: TortoiseSVN | •       Trimble: SketchUp 2014 |
| •       Microsoft: Visual SourceSafe | •       Autodesk: 3D Studio Max 7 (w/ proprietary tools) |
|  | •       Autodesk: Backburner 2, Maya 7 (w/ proprietary tools) |
| **Utilities and Team Communication** | •       Stormfront Studios, Inc.: Bard Cinematic Editor, Elsinore Level Editor |
| •       Microsoft: Outlook | •       NovaLogic, Inc.: MED-Mission Editor, NILE-Level Editor,  |
| •       Microsoft: SharePoint | •       Epic Games: Unreal Ed 3.0 |
| •       Adobe: Acrobat | •       Id Software, Inc.: Q3Radiant |
| •       Microsoft: Skype | •       Quark: Xpress |
| •       Tiny Speck: Slack |  |
| •       j2 Global, Inc.: OneBox (On-Call System) | **Audio and Video** |
| •       Helios Software Solutions: TextPad | •       Adobe: Premiere |
| •       TechSmith Corporation: Jing | •       RAD Game Tools: Bink Video |
| •       Equilibrium: DeBabelizer Pro | •       Dominic Mazzoni: Audacity |
|  |  |
| **Advertising and App Marketing** | **Metrics and Analytics Reporting** |
| •       Yahoo: Flurry Analytics | •      App Annie: appannie.com |
| •       Sensor Tower, Inc.: sensortower.com | •      Countly: count.ly |
| •       Upsight, Inc.: upsight.com | •      appFigures: appfigures.com |
|  | •      Google: torometrics.com (acquired) |
| **Database and FTP** |  |
| •       GlobalSCAPE, Inc.: CuteFTP | **Traditional** |
| •       FileMaker Inc.: FileMaker Pro | •    Still Life Painting, Storyboarding, and Photography |
| •       Microsoft: Access |  |

**Published Titles / Lineage**

2016 Knights & Dragons Pets Expansion iTunes, Google Play

2014 Slots - Buffalo Slots Stampede (Buffalo Rush slot machine) iTunes, Google Play

Slots - Liberty Wild Eagle Casino (Liberty Eagle slot machine) iTunes, Google Play Slots - Big Bear Bonanza Casino (Grizzly Bear, Timber Wolf slot machines) iTunes, Google Play

Slots - Lucky Wolf Casino (Spirit of the Wolf slot machine) iTunes, Google Play

Slots - Enchanted Tales (The Trials of Hercules, Alice in Wonderland, iTunes, Google Play

 Hansel and Gretel, and Sweet Dreams slot machines)

 New Zynga Poker iTunes, Google Play, Facebook

2013 PirateVille (canceled) Facebook

2012 CastleVille Facebook, Zynga.com

2011 Pioneer Trail’s: Prospect Falls Facebook Pioneer Trail’s: Holiday Hollow Facebook

 Pioneer Trail’s: Ghost Town Facebook

2010 FrontierVille Facebook

2009 FishVille Facebook

Joint Operations: Combined Arms GOLD PC

2008 Dragon Wars Facebook, MySpace

Guild of Heroes Facebook

Texas Hold’em Poker Facebook, iTunes, Google Play, MySpace, Tagged, Bebo, Hi5

Fracture Xbox 360, PS3

2007 Titan (canceled) PS3

2006 Eragon Xbox 360, Xbox, PS2, PC

2005 Delta Force Extreme PC

Joint Operations: Combined Arms PC

Maximum Overkill (canceled) PC

2004 Joint Operations: Escalation PC

Joint Operations: Typhoon Rising PC

2003 Terminator 3: Rise of the Machines Xbox, PS2

2002 Beauty and the Beast: Break the Spell, Chip’s Music Game, Mrs. Potts’ Personality Game DVD

Return to Neverland: Rescue the Lost Boys Adventure Game DVD

Monsters Inc.: Peek A Boo - Boo’s Door Game DVD

Mary Poppins: Love to Laugh Trivia DVD

2001 Snow Dogs: Ted’s Arctic Challenge DVD

Tarzan & Jane: Build Your Own Tree House Game DVD

Doug’s 1st Movie: The Search for Herman (unpublished) DVD

2000 Sammy Sosa’s Softball Slam PS1, PC

Battle Tanx: Global Assault PS1

Army Men: Air Tactics PC

Army Men: Sarge’s Heroes 2 PS1

Army Men: World War PS1