



Specialty Skills

Being a leader who inspires the team
Excellence at identifying, adapting to, and overcoming risk
Implementing gamification concepts in everyday practice
Cross-disciplinary program management experience including:
Art(3D/2D), UX/UI, Software, and Hardware Engineering
Facilitating communication between departments.
Identifying process flaws and proposing improvement solutions



Experience

For more indepth information about my key contributions visit my LinkedIn.

Harman International (Samsung) - Project Manager August 2016 - Present
Project Manager 2016 - Present

Visteon Corporation - Producer January 2013 - August 2016
Innovation 2013-2014
Tech Sales 2014 - 2015
Marketing and Innovation 2015-2016

Armature Studio - Quality Assurance Tester September 2011 - April 2012
Metal Gear Solid HD Collection - PS Vita (Shipped March 2012)
Metal Gear Solid HD Collection - PS3/Xbox360 (Shipped November 2011)

Perpetual FX Creative - Producer February 2011 - August 2011
Tube Time - iPhone

Perpetual FX Creative - Associate Producer April 2010 - February 2011
Rocket Racing League - iPhone (Shipped Summer 2010)
Rocket Racing League HD - iPad (Shipped Fall 2010)
Inception Mindcrime - Android (Shipped Spring 2010)
Top Hand Rodeo Tour - Xbox 360 Kinect Game (Shipped November 2012)
Cosmic Battle Bowling - PS3



Education

Savannah College of Art and Design 2007-2010
Bachelors of Fine Arts in Interactive Design and Game Development
Graduated March 2010 - Dean's List

Ringling College of Art and Design 2006-2007



Recognition

We Run on Brainpower Campaign Summer 2015
Represented Visteon in Pure Michigan's "We Run on Brainpower" campaign.
Consisted of interviews, filming, and a video product - available for viewing here: <http://www.michiganbusiness.org/brainpower/#!/modal=21474840922>



References

Excellent personal and professional references available upon request

Contact Me

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Portfolio Website:
www.addgamedesign.com

LinkedIn:
www.linkedin.com/in/addgamedesign

Quick Profile

Producer experience: 4 years

Project Manager experience: 2 years

Additional experience: Game Design, Game Quality Assurance, Marketing, Innovation, Technical Sales

Platforms shipped on: PS3, Xbox360, PS Vita, iPhone, iPad, Android, PC

CES developed products: 11+ products

Engine experience: Unity (C#)

Agile tools: Jira, Confluence

Technical Skills

Adobe Suite

Unity (C# HLAPI)

Agile Tools (Jira/Confluence)

Microsoft Suite

Microsoft Project

Professional Skills

Strategic Thinking & Implementation

Process Documentation

Ideation / Innovation

Creative Solutions

Clear & Concise Communication