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A passionate and creative game designer, lead artist, and producer with over a decade of experience in the gaming industry.

Skills

- Team management
- Art direction
- Concept art
- User interface & user experience
- Product management

- Game design & documentation
- Social & free to play games
- Mobile games
- Game Balance and tuning
- Level design & puzzle design

- Wire-frames & screen-flows
- Acquisition & retention
- Gamification & monetization
- Agile with Scrum
- Start-ups

Experience

Founder at Mad Science Games
(http://itsmadscience.com/) 12/12 – Present

Mad Science Games is a start-up game studio with four members. The mission of Mad Science Games is to create incredibly well built experiments in game design. We currently have two games in active development. We are using both Unity and an in-house engine. These games are scheduled for 2014 releases on Windows and Mac, with subsequent releases on PS4, Xbox One, Apple, and Android devices. I am personally responsible for managing all aspects of production, as well as for game design, art, music, audio design, and all day to day business.

- Created the Mad Science Dev-Blog and Dev-Forums to keep fans up to date on our games.
- Established a culture of sharing the development process with the public and listening to the fans.
- Drew hundreds of detailed animations for *Tyrant of Terror*.
- Wrote a soundtrack for *Tyrant of Terror* with real instruments.

Mad Science Games' funding comes from contract work in the game industry. We have been involved with over 25 projects in 2013. I have personally provided the following services:
creation of game assets , game design, level design, UI/UX, script writing, character design, concept art, puzzle design, art direction, mockups, and wire-frames.

Producer / Product Manager at Tylted
New York, NY 12/10 - 12/12

At Tylted we made mobile and social games. I was responsible for leading cross-functional teams of over 20 developers and designers on projects from concept to completion. Communicated with marketing, analytic, revenue, and PR teams to make sure the project would hit all the right notes. Tracked the team's daily tasks using JIRA. Served as scrum master and held daily stand-up meetings to keep things on track. Overseen A/B and usability testing, scheduled production milestones, and organized sprints. Set and analyzed KPI and other metrics. Implemented Agile practices such as user stories, panning poker, and Scrum.

- Produced some of the very first HTML5 games that leveraged the strength of the new technology.
- Co-created the company's most successful titles such as: *Cubugs,* and *Mash of the Monsters*.
- Managed an ad campaign for *Cubugs* that resulted in 10 million unique players in one month.
- Manged a social media presence for both *Cubugs* and *Mash of the Monsters*.
- Produced *Nav-Me,* the geolocation software that rewards players based on their location.
- Ensured that the final product's user experience and player interaction was excellent.
- Designed and reiterated Achievement, Avatar, Registration, PM, Sharing, Chat, and Gifting systems.

Art Lead / Art Director at Tylted
New York, NY 10/07 - 12/10

Responsible for defining the art style and pipelines for over 20 released games. Led a diverse art teams of 3-12 artists. Assigned tasks and deadlines to the team. Personally tasked with prepping and delivering all art assets to meet delivery dates. Tasked with wire-frames and screen-flows. Often responsible for a game's UI/UX work, concept art, character design, and animation. Often assisted with game design.

- Managed a team of 2d illustrators, 2d animators, 3d modelers, 3d animators and UI/UX artists.
- Manged in-house and remote teams that never missed a delivery date.
- Created a vast avatar creation system that allowed players to make highly customizable avatars.
- Led the art team on over 20 successful projects.
- Used JIRA and Excel to manage teams time and tasks.
- Interviewed potential additions to the team.
- Trained new artists and encouraged a culture of artistic growth.
- Designed art pipelines.

Lead Pixel Artist and Animator at Aha Studios
Contract 2/06 – 9/07

Tasked with creating animations in a proprietary animation tool as well as leading a small team of artists and animators. Took a lead role in the development of various hand-held electronic toys. Worked on animations and mini-games for: *Pixel Chix: Roomies*, *Miuchiz*, *Meebas*, and more.

- Responsible for meeting project deadlines.
- Assigned work to team members.
- Worked with several well known brands such as *Pixel Chix* and *Bratz*.
- The art of *Pixel Chix*: *Roomies* was completed two weeks before the deadline.

Freelance Artist and Game Designer
Self-Employed 4/00 – 2/06

Provided the following services: creation of game assets , game design, level design, UI/UX, writing, character design, concept art, puzzle design. Work has appeared on Iphone, Facebook, PC, Xbox 360, NDS, and in web browser based games.

- Designed the puzzle game Dragon Orbs.
- Worked on games for well established companies such as Mattel and PepsiCo.

Awards

- Won the 2013 Global Game Jam at Games for Change with the game *Thirst*.
- *Thirst* was featured at the 2013 Games for Change Festival where I spoke about it's development.
- Won a *2008 Global Mobile Award* for Mobile Game of the Year for *Call of the Pharaoh*

Education

Anthem Institute – Graphic and Web Design
(Received Associates Degree in 6/04.)
Classes in:

• Adobe Creative Suite	• Art	• Project Management
• Graphic Design	• Animation	• Business