

Talented Game Designer & Associate Producer
04.419.Q.07

A highly experienced game designer and associate producer who has managed the creation and production of 19 games that have sold more than 2 million units for the world's largest licensor. Designed games around movie themes either by extending the movie's story or creating entirely new narratives based on the characters and/or situations.

Expertise includes outstanding skills in game design, writing, composing, next generation technology, creative, level design theory, quality assurance, play testing, presentation, ramping, developing, marketing, packaging, production, scheduling and budgeting.

EXPERIENCE

The Walt Disney Company, Disney Interactive Studios, Glendale, California

2003-2007

Associate Producer, Game Design

Managed game design for a \$692 million business unit that produced games for boys and girls from five years old to adult. Oversaw game level design, artwork, core game mechanics, script writing, user interface, ease of use, unique features and creative marketing for 19 major games that sold \$56 million at retail with gross margins. Games included:

ASSOCIATE DESIGN PRODUCER, *High School Musical* (PS2, DS, Wii), Sales: to be released in August 07

- Guided the game design for a major corporate game initiative to be released in August 2007.
- Designed a unique in-game camera and dynamic player feedback system that simulates a live music video.
- Participated in refining the art direction with the development studio (A2M).
- Designed the user interface.
- Directed motion capture sessions for character animation.



ASSOCIATE DESIGN PRODUCER, *Desperate Housewives* (PC), Sales: \$1.8 million

- Managed user play tests.
- Refined the user interface tutorial and heads up display.
- Rated "PC Adventure Game of the Year".



ASSOCIATE PRODUCER, *Chicken Little* (PS2, Xbox, Game Cube, PC, GBA), Sales: \$27.9 million

- Worked with the composer to create in-game music and the cut scene score.
- Designed and managed the integration of core game play mechanics.
- Guided the level design.
- Supervised environment and character design.
- Managed the design, schedule and budget for final publishing.
- Oversaw quality assurance.
- Created and designed visuals and game play for boss enemies.
- Guided and directed the production of the instruction manual, including art and layout.



ASSOCIATE DESIGN PRODUCER, *Power Rangers – Super Legends* (DS), Sales: to be released in Nov 07

- Designed core player mechanics.
- Directed level design to ensure proper difficulty progression.
- Provided direction on visuals and functionality of user interface.
- Revised cut scenes scripts.
- Provided direction for character animation.



* PS2=PlayStation 2, DS=Nintendo Dual Screen, PC=personal computer, XBOX- Microsoft Xbox, Nintendo Game Cube, GBA=Game Boy Nintendo, Wii=Nintendo Wii

The Walt Disney Company, Disney Interactive Studios, Continued

ASSOCIATE DESIGN PRODUCER, *Herbie Rescue Rally* (DS), Sales: Released in March 07

- Designed the core car functionality and driving mechanics.
- Designed the touchscreen interface and game play.
- Wrote the cut scene script.
- Developed and guided the game's unique art style.
- Directed user play tests.
- Guided and directed the production of the instruction manual.



ASSOCIATE PRODUCER, *Incredibles 2* (GBA, PS2, Game Cue, Xbox, DS, Mac, PC), Sales: \$18.3 million

- Managed and directed voice recording sessions.
- Supervised all script revisions.
- Acted as liaison among Pixar, THQ and Disney Interactive.
- Provided design and creative ideas in the early phases of development.



ASSOCIATE PRODUCER, *The Wild* (GBA), Sales: \$1.8 million

- As Project Manager, led the development team through to completion.
- Wrote the cut scene script.
- Helped design opponent behaviors and artificial intelligence.
- Completed the game in one month.
- Liaison between game development and Disney Feature Animation.
- Reviewed the packaging and manuals.
- Cleared all copy and designs through the Legal Department.
- Managed quality assurance.



ASSOCIATE PRODUCER, *Santa Clause 3* (GBA), Sales: \$648,000

- As Project Manager, led the development in all phases of the production under budget.
- Managed quality assurance.
- Rewrote the script to better fit with the brand.
- Managed quality assurance.
- Acted as liaison to production, development and Disney Interactive.
- Reviewed the manual and packaging.



ASSISTANT PRODUCER, *Tron 2.0* (XBox, PC, GBA), Sales: \$4.8 million

- Managed the quality assurance process.
- Play tested all multiplayer components.
- Oversaw all documentation and packaging.
- Designed enemy interaction, the collectable and upgrade systems.
- Revised the in-game cut scene script.
- Directed the voice recording sessions.
- Coordinated the environmental art team to better match the film.



Original Film, Brentwood, California

2002-2003

Development Intern (while attending the University of Southern California)

Reviewed spec-scripts for content and made recommendations concerning acquisition for a development production company.

EDUCATION

University of Southern California, Los Angeles, California

Bachelor of Fine Arts, Screen Writing, Cum Laude, Dean's List, 2003

Software: 3-D Studio Max, Maya, Modo, Photoshop, AfterEffects, Illustrator, Painter, MS Office, Final Cut, Premiere, HTML, ProTools, CakeWalk, Cubase, GarageBand, Motion and Flash, Acrobat

PUBLICATION

Wrote and produced background music for the television show *Build or Bust* on the Speed Network.

AFFILIATION

American Society of Composers, Authors and Publications (ASCAP)