

MANAGEMENT

- ▶ Agile & Scrum
- ▶ Sprint Planning
- ▶ Backlog Management
- ▶ Stakeholder Reporting
- ▶ Risk Assessment
- ▶ Resource Allocation
- ▶ Budget Oversight
- ▶ Vendor Management
- ▶ Cross-Team Leadership

DEV FLUENCY

- ▶ Game Dev Lifecycle
- ▶ VR / XR Development
- ▶ Software QA & Testing
- ▶ 3D Production Pipelines
- ▶ Technical Documentation
- ▶ C# (Hobbyist)

PROJECT TOOLS

Jira · Confluence
Monday.com · Float
Notion · Slack
Google Suite · Excel

AI TOOLS

Claude · ChatGPT
Gemini · Tripo AI
Moddifi

3D & CREATIVE

Unity · Unreal Engine
3DS Max · Blender
Substance Painter · V-Ray
ZBrush · Affinity Suite
Git · Perforce

INDUSTRY

- ▶ Enterprise Software
- ▶ Video Game Production
- ▶ Workforce Tech (VR)
- ▶ Architectural Viz
- ▶ Tradeshow Design

PROFESSIONAL SUMMARY

Results-driven Project Manager with 15+ years across the software and video game industry, combining deep technical fluency with proven production leadership. Currently steering enterprise VR software delivery at Transfr VR - where a background spanning 3D art, QA, and game design uniquely bridges creative, engineering, and operations teams. Recognized for translating complex requirements into clear project plans, maintaining stakeholder alignment, and driving cross-functional teams to ship on time and within scope.

PROFESSIONAL EXPERIENCE

Project Manager

2025 - Present

Transfr VR | Enterprise VR Workforce Training Platform

- ▶ Lead cross-functional delivery of enterprise VR software, coordinating engineering, content, and client success teams
- ▶ Own project timelines, milestone tracking, and resource allocation across multiple concurrent product tracks
- ▶ Drive executive-level stakeholder alignment through structured sprint reviews, status reports, and escalation management
- ▶ Researched and pioneered AI tool adoption (Claude, ChatGPT, Gemini) into project and production workflows, automating processes and establishing best practices that measurably improved team efficiency
- ▶ Proactively identify and mitigate delivery risks, maintaining schedule integrity and scope control
- ▶ Serve as primary communication bridge between technical teams and business stakeholders

Production Manager

2022 - 2025

Transfr VR | Enterprise VR Workforce Training Platform

- ▶ Managed end-to-end production of VR simulation modules across a distributed, cross-disciplinary team
- ▶ Implemented and refined Agile workflows, measurably improving sprint predictability and on-time delivery rates
- ▶ Coordinated QA, engineering, and 3D art departments to maintain quality standards throughout release cycles
- ▶ Built and maintained project tracking systems, documentation standards, and weekly reporting cadences
- ▶ Led early exploration and adoption of AI tools into production pipelines, identifying automation opportunities that reduced manual overhead across content and QA workflows
- ▶ Managed external vendor relationships and contractor onboarding for content production initiatives

SHIPPED TITLES

- ▶ Transfr VR Catalog (100+ Simulations)
- ▶ Pac-Man & the Ghostly Adventures 2
- ▶ Adventure Time: Finn & Jake Investigations
- ▶ Kung Fu Panda
- ▶ Marvel Ultimate Alliance 2
- ▶ Ben 10: Omniverse
- ▶ Guitar Hero: Warriors of Rock
- ▶ Turbo (DreamWorks)

STUDIOS & CLIENTS

Transfr VR
Little Orbit
Activision
Hargrove Inc.
Rental Exhibit Depot

PLATFORMS

Meta Quest / Oculus VR
PC / Windows
PlayStation 3 & 4
Xbox 360 & One
Nintendo Wii / DS

EDUCATION

A.S. Computer Animation
Full Sail University · 2005

CERTIFICATIONS

[e.g. PMP, Scrum Master]
[Year if applicable]

PROFESSIONAL EXPERIENCE (continued)

Game Designer & Combat Designer ~2016 - 2022

Little Orbit & Partner Studios | Licensed Game Development

- ▶ Designed mechanics, level layouts, and player encounters for licensed titles including *Pac-Man and the Ghostly Adventures 2* and *Adventure Time: Finn & Jake Investigations*
- ▶ Authored detailed game design documents, combat system blueprints, and encounter specifications for *Kung Fu Panda*
- ▶ Collaborated with engineering and art leads to scope, prototype, and iterate on features within production timelines
- ▶ Participated in full QA test cycles; performed defect triage and design-level root cause analysis
- ▶ Communicated complex design intent to team members across engineering, art, and QA disciplines

3D Environment Artist & QA Tester ~2008 - 2016

Vicious Cycle Software & Others | AAA/AA Game Development & Architectural Visualization

- ▶ Built production-ready 3D environments for multiple shipped titles under strict performance and visual quality standards
- ▶ Adhered to established art pipelines including polygon budgets, texture atlases, and engine constraints (3DS Max, Substance Painter, Blender)
- ▶ Delivered architectural visualization and tradeshow exhibit renders for commercial clients including Hargrove Inc. and Rental Exhibit Depot using V-Ray and 3DS Max
- ▶ Executed QA test cases, documented defects, and tracked regression issues through internal bug tracking systems
- ▶ Developed working knowledge of C# to effectively communicate requirements and constraints with programming teams

WHAT SETS ME APART

Most project managers come from either a business background or a narrow technical specialty. My career arc - from 3D artist and QA tester, through game designer, into production and project management - means I have worked in the trenches alongside every discipline I now lead. I speak the language of engineers, artists, and designers, which dramatically reduces friction in delivery and helps teams surface and resolve blockers faster. Whether the challenge is scoping a complex feature, de-risking a milestone, or translating a business ask into actionable sprint work, I bring both the strategic view and the technical empathy to get it done.