



## PROFESSIONAL SUMMARY

An experienced game designer and project manager with over 12+ years who has managed and created projects for some of the most popular brands in the world such as, Star Wars, Marvel Avengers, DC Comics Justice League, Skylanders, Disney Princess, and Pokémon. Along with extensive project management, game design, and brand expertise, I also bring a strong sense of passion for not only the individual player experience, but a love for this diverse and challenging industry.

## QUALIFICATION SUMMARY

- 12+ years of award-winning experience designing and producing games
- Project and team management expertise as well as a strong game design background with not only production, but analytical data collection/analysis, and quality assurance
- An imaginative and creative team leader who excels in end-design and user experience
- Deadline driven and detail oriented with a clear understanding of core values and expectations
- Proven ability to design and produce games for global brands, licensed products, and original IP
- Experienced in producing results, maintaining production timelines, scheduling, and overall understanding of project scope and diversity
- Skilled communicator and manager who believes in a strong team environment and building and maintaining relationships
- Over 8 years of strong retail experience, which included expanding over sales of a million dollar plus corporation, event organization, and excellent customer service background

## PROFESSIONAL SKILLS

- Adobe Create Suite (Acrobat, Illustrator, InDesign, and Photoshop)
- Microsoft Office Suite (Excel, Outlook, PowerPoint, and Word)
- Wacom devices (Tablets and Cintiqs)
- FileMakerPro, Unity, and ZBrush, Cheetah 3D
- Web, interactive, and app design.
- Apple OSX (Mac) and Windows (PC)

## EMPLOYMENT HISTORY

### GAME DESIGN DIRECTOR | GAME DESIGNER | PRODUCER | PLAYTEST FACILITATOR

ROB STODDARD GAME DESIGN • BELLEVUE, WA • 2010–Present

- Ability to manage and create meaningful products for numerous multi-million-dollar brands; including Star Wars, Marvel, DC Comics, Disney, Pokémon, and Teenage Mutant Ninja Turtles
- Responsible for designing, licensing, and generating IP for non-licensed games as well as increasing sales by over 60% in the first year
- Managed a team of 10+ artists, writers, and designers through every phase of production, including concept creation, product release, and post product performance analysis
- Worked closely with licensees to be able to analyze and find new product partnerships, which increase sales and distribution options
- Established design, production, and playtest structures for 100+ games
- Nationally recognized and received several accolades including 9 Oppenheim Platinum awards, 5 Oppenheim Gold awards, 11 PAL awards, and one TOTY Game of the Year nomination



**PRODUCT LINE DIRECTOR | GAME DESIGNER | DEVELOPER | PRODUCER | PLAYTEST COORDINATOR**  
**PRIVATEER PRESS • BELLEVUE, WA • 2003–2010**

- Turned a home-based, miniature war-game production/publishing startup into a multi-million-dollar corporation
- Established an internal wiki database, that was able to streamline product information for internal users that housed all product information for over 500 unique line items
- Responsible for designing and developing story lines, characters, biographies, and game mechanics; most notably for WARMACHINE® and HORDES™
- Managed and planned all product-release schedules, including a 3 year out product production and development plan that is still utilized in-house
- Monitored project milestones through collaboration with creative, production, and marketing departments
- Created and implemented manufacturing systems for the warehouse infrastructure that accelerated sales and overall output
- Received 6 *Origins* awards

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**CLIENTS AND PUBLISHERS (ALPHABETICAL)**

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|---------------------------|------------------|-------------------|
| • Buffalo Games & Puzzles | • Hasbro         | • Privateer Press |
| • Cardinal Games          | • Jakks Pacific  | • Ravensburger    |
| • Chronicle Books         | • Melissa & Doug | • USAopoly        |
| • Forrest-Pruzan Creative | • Microsoft      | • Watson Creative |
| • Gamewright              | • Pressman       | • Wonder Forge    |

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**AWARDS AND HONORS (ALPHABETICAL)**

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|---|---|
| • Creative Child Magazine Toy Awards    | • Parent’s Choice Awards (Gold, Silver, Approved, Recommended and FunStuff) |
| • National Parenting Center Awards      | • Parent’s Magazine Best Toy of the Year                                    |
| • National Parenting Publications Award | • Play on Words Awards (PAL)  |
| • Oppenheim Awards (Gold and Platinum)  | • Toy of the Year Awards (TOTY)   |
| • Origins Award Winner                  | • Game of the Year Finalist   |

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**PROFESSIONAL DEVELOPMENT**

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| • Beginners Guide to ZBrush                                      | • Character Concept Design and Development in Photoshop |
| • Quick Start to ZBrush: Volume 1                                | • Creating Flexible Designs in InDesign CS6             |
| • Quick Start to Unity: Volume 1                                 | • Color Theory for Today’s Creative Professionals       |
| • Maximizing Your Wacom Device for Digital Painting in Photoshop |   |