BROCK + JONES

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OBJECTIVE

I am seeking an opportunity to bring my 14 years of game production and development experience to bear in the pursuit of making great games with great people. I particularly enjoy the challenges of bringing new teams of people together and learning how to get a team moving in one direction while leveraging each individual's strengths.

EMPLOYMENT HISTORY

Producer at Runic Games (Seattle, WA) | August 2008 – Present

+ Developed and managed production and launch plans for two games: Torchlight and Torchlight II, which together have sold over 4 million units across multiple platforms.

+ Managed the logistics and mechanics of starting a new studio: Procuring and building out office space, purchasing/installing an IT infrastructure, hiring, budgeting, and creating employment policies.

+ Helped to develop marketing and outreach plans including trade shows, ad campaigns, community events, and strategic partnerships with various vendors/manufacturers.

+ Served as the primary point of contact for external contractors, including overseas art studios as well as code porting partners.

+ Developed and deployed internal tools and infrastructure including build servers/scripts, source control, patch generation, crash dump reporting and analysis, defect tracking, and many more.

Producer at Flagship Studios (Seattle, WA) | March 2007 – July 2008

+ Managed the development schedule for Flagship Studios' Seattle team developing the online multiplayer fantasy action role-playing game, Mythos.

+ Coordinated with Flagship corporate headquarters in San Francisco to insure that the work done by the two studio arms was as efficient as possible and minimized duplication of effort.

+ Managed the shuttering of the studio when the parent company closed its doors. Helped deliver severance package to all studio employees (including myself).

Software Engineer at WildTangent (Redmond, WA) | May 2000 – October 2006

+ Shipped over 15 games spanning many genres on very short (2-8 month) schedules with very small (2-6 person) teams. Developed primarily in Java and C++.

+ Interacted with many large clients wishing to integrate interactive experiences into their advertising campaigns. Some of these clients included Nike, Pepsi, Chrysler, and Sony.

+ Developed interactive web sites and back-end software including user registration, login, and posting of generic game data.

EDUCATION

1995 – 2000 | Washington State University, Pullman, WA

+ BA, Philosophy

+ Graduated with honors

+ Member, Phi Beta Kappa

+ Twice named Washington State University Potter Scholar

+ Recipient, Foreign Languages Book Award for outstanding Latin language student of the year