

CHRISTOPHER WIGGINS

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OBJECTIVE

Seeking an Assistant Producer / Designer position with a top game developer that will utilize my leadership skills, versatile technical background, and huge passion for games to support a team in improving the product's quality, appeal, and profitability.

EXPERIENCE

Electronic Arts Tiburon (Orlando, FL) Summer 2010
Production / Design Intern

- Coordinated with multiple development teams to design, prepare, execute, and act on consumer playtests. Created detailed design document for a database front-end that will increase the playtest department's efficiency and quality of service.

Augmented Environments Lab (Atlanta, GA) Fall 2010 – Present
Project Manager

- Manage schedule, communication, and milestones of a small, multi-disciplinary game team working with unreleased augmented reality technology for mobile platforms.

PROJECTS

- **Icarus**
 - Unique iPhone physics game.
 - *Project Manager* – Facilitate communication between group members and manage online collaboration and task tracking.
- **Bug Juice**
 - Mobile augmented reality bug-squishing game.
 - *Project Manager* – Assure that game meets deadlines by defining actionable and high-priority goals.
- **Five Boroughs**
 - Massively multiplayer online game research project.
 - *Scrum Master* – Implement Scrum practices, schedule milestones, conduct meetings, and track progress and responsibilities of designers, programmers, and artists.
- More projects online at www.ChrisWiggins.net

QUALIFICATIONS

- ✓ Experience managing small project teams of various skill levels and abilities.
- ✓ Effective communicator and a quick learner open to new ideas and technologies.
- ✓ Useful knowledge of Scrum project management methodology.
- ✓ Software: Microsoft Office, Maya, Photoshop, Illustrator, Flash, Pivotal Tracker, Balsamiq, SharePoint.
- ✓ Level Editing: Unity, Unreal Engine 2, C4.
- ✓ Programming Languages: C, C++, JAVA, ActionScript 3.

EDUCATION

Georgia Institute of Technology December 2010

- Bachelor of Science in Computational Media with a certificate in Management.
- GPA: 3.47
 - Dean's List every semester, graduating with High Honors.
- Relevant Coursework: Management, Accounting, Human Cognition, Computer Graphics, Game Design/Programming, Object-Oriented Design, Interaction and Visual Design.