

Christopher Wiggins

Game Production & Design

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Education

Georgia Institute of Technology (Georgia Tech)

December 2010

B.S. Computational Media with a Certificate in Management

GPA: 3.47 - Dean's List, Faculty Honors, graduating with High Honors

Relevant Coursework: Game Design and Programming, Computer Graphics, Accounting, Management Decision Making, Interaction Design, Visual Design.

Experience

Electronic Arts Tiburon

May - Aug 2010

Production / Design Intern

- Improved product playability by designing, preparing, executing, and reporting on consumer playtests for **every game team** within the studio.
- Interfaced with developers of various roles to improve products based on user feedback.
- Created an extensive design document outlining the user interface and back-end functionality of a database tool used to organize and group playtest participants and schedule playtest events.

Qualcomm Augmented Reality Game Studio

Aug 2010 - Present

Producer

- Manage schedule, communication, and milestones of a small, multi-disciplinary game team working with unreleased augmented reality technology for Android mobile platforms.
- Game expected for release on Android Market before year-end.

Crystal Fish Entertainment

Aug 2010 - Present

Project Manager

- Organize and prioritize tasks to meet quality and release goals set for **Icarus**, a unique physics-based game being independently developed for iOS devices.
- Established efficient means of communication and project collaboration using online management tools and file hosting.

Georgia Tech Emergent Game Group

Aug 2009 - Present

Scrum Master

- Oversee development of two research MMOGs, **Passage** and **Mermaids**, by tracking tasks, organizing meetings, setting goals, and removing blockers for over twenty student developers and researchers.
- Doubled group productivity by implementing a scrum-like project management methodology.

Skills

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| Productivity: MS Word, Excel, PowerPoint, Outlook | - Able to quickly learn new tools, systems, and programming languages. |
| Design: Photoshop, Illustrator, Maya, Flash | - Outgoing and effective communicator and presenter. |
| Code: JAVA, C, C++, ActionScript3 | - Passion for playing and making fun, innovative games. |
| Level Editing: Unity 3D, Unreal Engine 2, C4 | |
| Management: ClockingIT, Pivotal Tracker | |