

Justin A. Sabo {game producer & designer}

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OBJECTIVE

A professional with experience in game production seeking a **Spring 2012 co-op in game design**. Additional experience in: project management, video production, website usability, and online marketing.

EDUCATION

Master of Entertainment Technology
Carnegie Mellon University May 2012 Expected
Entertainment Technology Center

Bachelor of Science Mathematics, Minor: Computer Science
Bloomsburg University May 2005
Bloomsburg University Honors Program Graduate

COMPUTER SKILLS

Type	Advanced Skill	Proficient Skill	Working Knowledge
Graphic Editing	Photoshop	3D Studio Max (UV unwrapping only)	Illustrator
Programming/Web	Dreamweaver	ActionScript, Flash, Google Analytics	C++, PHP, MySQL, GameSalad
Video Editing	Premiere	Sonic Reel DVD, Encore CS5	Soundbooth
Business	Office	Mac OS X, Windows XP & 7, SiteCatalyst	

GRADUATE EXPERIENCE

seAker Student-pitched iPad Game *Producer / Game Designer / Marketer / Artist*

August 2011-Present Pittsburgh, Pennsylvania www.seakergame.com

Production

- Coordinating scrum, general meetings, playtests, deadlines, and deliverables

Game Design

- Co-designing goldspike, prototype, levels, touch interaction methods, and overall experience

Marketing

- Planning and executing outreach for project through twitter, game journalists, & game publications

2D Art

- Designing 2D artwork for game assets, simple animation, UI elements, and promotion

Schell Games Internship

May 2011-August 2011

Game Designer

Pittsburgh, Pennsylvania

Game Design

- Designed 21 micro/mini-games for child-focused MMO
- Documented & updated each game design during production cycle
- Iterated 11 game prototypes based on playtest feedback with internal staff and target audience

Click! Online Spy School

January 2011-May 2011

Producer / Game Designer

Pittsburgh, Pennsylvania

Production

- Coordinated meetings, managed deadlines & deliverables, regularly interacted with client, the Carnegie Science Center

Game Design

- Designed and playtested water purification game targeted at 11-13 year old girls

Building Virtual Worlds

August 2010-December 2010

Producer / Game Designer / Texture Artist

Pittsburgh, Pennsylvania

Production

- Coordinated meetings and managed deadlines for three (of five) interactive worlds

Game Design

- Co-designed in small team environments with emphasis on rapid, iterative prototypes in 1-4 week cycles aimed to create new experiences for both gamers and non-gamers on many types of proprietary hardware
- *Meowch!* game selected for BVW 2010 Show, played live for audience of 300 people

Texture Art

- Storyboarded game ideas, final cutscenes, textures, and UV unwrap for five worlds

Advanced Visual Story

January 2011-Present

Teacher's Assistant

Pittsburgh, Pennsylvania

Coordinator

- Hardware rentals, including scheduling with other TA's
- Review student work, both in class and privately

FREELANCE EXPERIENCE

Global Game Jam 2011

February 2011

Programmer / Lead Game Designer

Pittsburgh, Pennsylvania

Programming

- Learned GameSalad in 48 hours to quickly develop game for use online and iPhone-format
- Implemented all programming and art assets into final, playable game

Game Design

- Lead designer of two-person team focused on polishing one gameplay mechanic for one level

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Educational Coin Counting Game

Self-directed Producer/ Programmer / Game Designer

June 2009-July 2010

Warrington, Pennsylvania

Game Design

- Produced & designed hybrid Flash and board game that strengthens coin counting skills
- Conducted and video recorded three playtesting sessions, refining gameplay at each iteration
- Researched special education games and interviewed two special education teachers to determine necessity for functional, repetitious processes in games for educational use
- Reviewed marketplace offerings and future possibilities for educational games

Multimedia

Video Production

2001-2011

- *Keystone Jackal* award-winning short film, served as co-writer, co-producer, co-editor, co-director. Movie available in local Philadelphia area for three months on Comcast OnDemand
- Shot and edited several auger machine demos and four wedding videos

Website Design

2007-2010

- Proposed, coded, and implemented four websites for clients in various industries: pharmaceuticals, sales management, building services, and machine manufacturing

Peripheral Design

June 2009-July 2010

- Re-mapped number pad buttons and mouse functionality for custom interface device for coin game
- Researched the implementation of wireless functionality

PROFESSIONAL EXPERIENCE

MedStaff Healthcare Solutions

July 2007-July 2010

Web Marketing Coordinator / Website Project Manager

Newtown Square, Pennsylvania

Project Management

- Served as liaison and lead tester between programming and business teams
- Conducted empirical usability testing of nursing portal and website
- Independently planned new website design based on best practices

Design

- Framework designer for on-going development of new features on web application and company website, integrating user-centered and social networking features
- Co-designed complete framework model for online nursing portal

Graphic Design

- Created several successful text- and graphic-based web advertisements

Online Marketing & Analytics

- Proposed, maintained, and analyzed email marketing campaigns for all company departments
- Increased Unique Monthly Visitors by 150%, Natural Keyword Exposure by 200%, Referrals by Major Search Engines (Google/Yahoo) over 175%
- Used metrics to craft new website pages and plan effective marketing campaigns

Website Usability

- Continually monitored website data and evaluate areas for improvement, including Search Engine Optimization (SEO)

HealthCom Media

December 2005-June 2007

Online Marketing Specialist / Website Designer

Doylestown, Pennsylvania

Web Development

- Proposed, designed, and measured effectiveness of national nursing journal website
- Worked independently and with sales force to constantly improve user experience

Marketing Analysis

- Utilized analytics software, and Web 2.0 to drive traffic to new journal website
- Developed programs and strategy to respond to trends within the nursing market

Project Management

- Coordinated various aspects of healthcare journal production, including: layout, proofreading, mail list management, and advertisement processing
- Managed short- and long-term projects with team members while meeting deadlines

Graphic Design

- Created both client and house advertisements for use in national nursing journal

Sales & Advertising

- Identified and prospected potential journal advertisers, then fostered client relationships to increase revenue by creating client advertisements
- Collaborated with team members to write and design collateral material aimed at new journal launch, including: brochures, web promotional pieces, and online advertisements

AFFILIATIONS & ACTIVITIES

IGDA member

ETC Graduate Student Council Representative 2010-Present

GDC 2011 Attendee

IndieCade 2011 Attendee (expected)

imdb.com Credit Page