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## DIGITAL MEDIA MANAGER

*Driven to Make a Difference—Challenge the Status Quo, Dispel Impossibilities,  
Strive to Open the World to Infinite Possibilities That Will Transform Mankind*

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Accomplished, break-through thinking, intellectually confident **Digital Media Manager**, with an entrepreneurial mindset and a spirited leadership presence, integrated with a rich mix of experience in cross-functional team management, human resources and strategic media planning. Possess intuitive-imaginary talent in creating and launching award-winning video games. Recognized as an influential voice within an accelerated environment demanding swift decision making capability, definitive action and absolute performance reliability.

Intimate knowledge of social media platforms—Facebook, Google+, Twitter, Tumblr, Instragram and Vine, etc.

Able to establish a cohesive-collaborative team environment. Mentor, coach and motivate team. Coordinate dissimilar work styles into a mutual, productive entity that enjoys working together. Build trust, rapport, respect.

Articulate, charismatic communicator, balanced with proven writing skills that reflect clarity, precision and impact.

A strong skill set in prioritizing, multi-tasking, filtering competing demands, remain focused.

Network – cultivate excellent contacts with key decision makers in the video game and interactive media industry.

*Communications & Liaison Affairs*

*Strategic / Investigative Research*

*Leadership & Team Building*

*Strategic Partnerships & Alliances*

*Troubleshooting & Resolution*

*Brand Imaging*

*Abreast of Latest Trends & Technologies*

*Process Reengineering*

*Presentations & Consultations*

**Computer Skills:** MS Word, Excel, PowerPoint, JIRA, Agile, Google Drive

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## PROFESSIONAL EXPERIENCE

WHAT PUMPKIN STUDIOS, New York, New York

2014 – 2015

### **Associate Producer**

Led a team of ten comprised of artists, writers and sound designers in the production of a point-and-click video game. Initiated directives. Ensured a seamless synchronization of project progression and appropriate sequence of scheduled events. Provided direction to a team of four animators. Served as editor and contributory writer to the main script. Assumed role of human resources liaison; motivated staff; achieved high work performance standards. Organized staff meetings and participated in daily Scrum meetings.

### **Selected Accomplishments:**

- Recognized for creative talent and providing vital input to team, resulting in delivering superior quality.
- Wrote and managed the company's blog. Acquired 15,000+ followers in six months.
- Selected to be the NYC branch human resources liaison based on building collaborative working relationships with all implementation teams.

GOLDEN RUBY GAMES, New York, New York

2012 – 2015

### **President**

Directed the administrative, operational, marketing and human resources function for a start-up video game production company. Organized national conferences. Maintained total P&L responsibility.

### **Selected Accomplishments:**

- Successfully launched a ground-up venture and achieved profitability the first year.
- Produced four award-winning titles.
- Nominated for a prestigious IndieCade award.
- Created four games within a three-year timeframe.

MARVEL COMICS, New York, New York

2011 – 2012

### **Operations Associate**

Served as liaison between the Operations and Editing Departments, daily. Tracked the status of ten titles, weekly. Charged with organizing and distributing art boards for artists.

## EDUCATION

WAKE FOREST UNIVERSITY, Winston-Salem, North Carolina

MBA — 2011

BA in English — 2008