DAVID ROBSON
PROJECT MANAGER/PRODUCER

🌐 dsrobson.com
in linkedin.com/in/d-robson
✉ david@dsrobson.com
📞 425.394.9901

EMPLOYMENT

Producer: *DigiPen Institute of Technology PAX West Booth*   *May 2019 – Sept. 2019*
DigiPen Institute of Technology

- Planned and led meetings twice a week for the duration of the project
- Led hiring and training processes for additional 12 staff members
- Developed and maintained a master sheet to contain, inform, and update budgetary, staffing, and scheduling information
- Organized, trained, and supervised additional 50+ students displaying their projects over the course of the event

IT Technician/Helpdesk: *IT Dept.*   *Sept. 2018 – Dec. 2019*
DigiPen Institute of Technology

- Responded to students and faculty with technology-related troubleshooting
- Built and repaired PCs for use in a networked open office environment
- Assisted with deploying software divided into multiple VLAN environments
- Maintained 350+ computers on multiple networked open office environments for game teams

GAME PROJECTS

Director: *Just Desserts*   *Sept. 2019 – Present*
3D Adventure Platformer – (Team of 9) – Unreal Engine 4.22.3

- Formulated and integrated narrative to encourage player investment through the environment and character encounters
- Worked with designers and artists to ensure all assets and designs contribute to the overall vision
- Met with programming team to guide production towards the desired result
- Oversaw implementation of all tech, audio, and art to ensure everything comes together as desired
- Researched references and designs of the world to inform future design decisions
- Created and maintained a design document for the team to use to guide the creative direction of the project

Producer: *I Am Gooey* (shipped: Steam)   *Sept. 2018 – June 2019*
2D Angled Top-Down Puzzle/Exploration Game - (Team of 7) – Custom C++ Engine

- Orchestrated massive design pivot to new theme, with new designs, music, and art entirely from scratch
- Using AGILE methodologies, ensured tasks were prioritized appropriately and completed on time
- Documented plan for pre-production, production, and post-production milestones.
- Cooperated with programming lead to build a list of tools and features for the programming team to implement
- Planned engine refactoring schedule with programming team to ensure tasks were completed when they needed to be
- Responsible for creating design document for team to inform design and technical decisions

EDUCATION

Bachelor of Arts in Game Design (Minor in Psychology)   *April 2021*

- DigiPen Institute of Technology

GAME AWARDS

I Am Gooey

- DreamHack Atlanta 2019 – Student Showcase Project
  - Contacted directly by event organizers to be 1 of only 16 games to be showcased from around the world
- PAX West 2019 – Showcase Project
  - Unanimously selected by panel of instructors, mentors and peers to represent DigiPen at PAX West

PERSONAL AWARDS

- Excellence in Information Technology
  - Awarded March 2017 by Safeway, Inc.
- Eagle Scout Award
  - Awarded July 2012 by Boy Scouts of America

LANGUAGES

- English (Native)
- German (Conversational)
- Japanese (Familiar)
- Spanish (Familiar)

SKILLS

Production
Team Management
Timeline Management
Scrum Boards
Presentations
AGILE Methods

Technical
Unreal
Unity
Scripting/Blueprints
Source Control
Troubleshooting

Design
Level Design
Encounter Design
Scrum Boards
Whiteboxing
Prototyping