Carl D. Killian III, CSM, SSM, CSPO

4021 Bella Park Trail Apt. 220
Raleigh, NC, 27613
(214) 557-8803
KillianGames@gmail.com

Relevant Experience:

Producer (aka Scrum Master), *Imangi Studios:*　　　　　　　　　　　　Jan '22 – Jun '22
　Titles: *Unannounced Project*
- Worked on an undisclosed game from a studio renowned for breaking ground in the Endless Runner genre.
- Guided multidisciplinary strike teams using a Kanban approach and Agile best practices on 4 simultaneous Prototype initiatives.
- Assisted the team to translate prototype learnings into workable feature design documents.
- Coordinated regular studio-wide playtests to gather & present feedback for rapid iteration on prototype efforts.
- Used Jira reporting tools to craft reports to keep leadership abreast on the health of the project.

Gameplay Producer (aka Scrum Master), *Bit Fry Games Studios*:　　　　Mar '20 – Oct '21
　Titles: *Ultimate Rivals: The Court, Ultimate Rivals: The Rink*
- Oversaw design team in a Project Management role for 2 action-sports titles on Apple Arcade.
- Designed Systems & Features, including the Tutorial, Challenge System (in-and-multi-session milestones), Economy Balancing, and "Court's" most played game mode, "The Gauntlet".
- Coordinated Localization externally and internally using Unreal Engine 4 and self-developed processes.
- Managed collaboration with Bit Fry and external VFX company Primal, for in-game effects.
- Course corrected the team at large to ensure our Beta delivery of "Ultimate Rivals: The Court" could be delivered by publisher agreed upon due date.

Game Designer – Game Labs (aka Product Owner), *MobilityWare:*　　　　No
　Titles: *Jigsaw, Blackjack, Solitaire, Flux Link, Block Free, Color King, Just Bounce, It Fits I Sits,* Various Unreleased Projects & Prototypes
- Wrote detailed GDDs for 11 games on mobile & the emerging Facebook Instant platform.
- Created Economy Model Excel Spreadsheet Tools in 2 games to implement IAP, both from scratch and around an existing soft currency economy.
- Crafted pitches for 70+ new game ideas and high level feature concepts.
- Organized an informal design department to share learnings across teams & mentor emerging design talent.
- Provided design documentation & feedback to external development teams.
- Worked in Facebook analytics to identify trends and inform design decisions.

Game Designer (aka Product Owner), *Backflip Studios:*　　　　　　　　Jar
　Titles: *Dragonvale* (Top Grossing Game on iOS & Android)
- Balanced content for the game, such as new Dragon stats and their economic impact.
- Edited data to create tutorials for introducing game concepts and holiday celebrations, & craft new island levels.

Associate Producer (aka Scrum Master), *Hitpoint Inc:*　　　　　　　　Oct '13 – Apr '15
　Titles: *Marvel Run Jump Smash* (a top 10 iOS app on its release)*, Kingdom Hearts: Fragmented Keys, iAmFam, Fablewood, Seaside Hideaway, Relic Quest, Jane Austen: Unbound*
- Oversaw 5 simultaneous live Hidden Object Game projects (iOS, Android, Win 8 Store, & Facebook)
- Crafted and presented progress summaries and feature proposals to clients.

Game Designer & Project Manager, *Fantage.com:*　　　　　　　　　　Feb '13 – Mar '13
　Titles: *Fantage, Movie Battle*
- Designed improvements, content, and events for Virtual World *Fantage.*
- Refined monetization strategy and accessibility for iOS and Android titles.

Lead Designer (aka Product Owner), *Method Solutions:*　　　　　　　Ap
　Titles: *Viva! Mall, House M.D. Critical Cases*, *Yard Sale: Hidden Treasures*
- *"House"* a 1.5 Million MAU game developed closely with Ubisoft and NBC.
- Designed and Documented Core Gameplay and Social Features.
- Crafted and revised in-game text and story content.

Contract Level Designer / Writer, *Black Lantern Studios:*　　　　　　Apr '10 – Jun '10
　Titles: *Zhu Zhu Pets: The Wild Bunch (Wii / DS)*
- Wrote (story, tutorial, etc.) for both versions of the game.
- Platforming levels designed and prototyped in Adobe Illustrator for the Wii SKU.

Education:

University of Central Florida - *Florida Interactive Entertainment Academy (FIEA)*　　Sep '08 - Dec '09
- Master of Science (MS), Interactive Entertainment
- **Titles:** *Drifters, Defender Dib, 8 Rapid Prototypes*

Roger Williams University　　　　　　　　　　　　　　　　　　　Aug '04 - Aug '08
- Bachelor Fine Arts (BFA), Creative Writing Major, English & Theatre Minors
- Thesis With Distinction Honor - "Games as Literature"

Skills:

Project Management Skills:
- Certified Scrum Master (CSM, Scrum Inc.)
- Certified SAFe Scrum Master (SSM, Scaled Agile Inc.)
- Certified Scrum Product Owner (CSPO, Scrum Inc.)
- Cross-Team Estimation & Work Discovery
- Hosting Scrum Ceremonies (Retrospectives, Reviews, Sprint Planning, Daily Standups / Scrums / Team Sync)
- Task Management (Backlog Grooming / Refinement, Documentation Organizing, Ticket Entry, etc.)
- Coordinating external development partners.
- Playtest organization (internal & external), feedback gathering, and result presentations
- Status update reports to leadership (using Jira reporting tools)
- Agile & Lean management practices & coaching

Game Design Skills:
- Social, Engagement, Monetization, & Gameplay Systems Design
- Economy Modeling & Balancing
- Creative Writing (BFA, Undergraduate Major)
- Copy Editing
- Passion for Narrative Design & Systems (IGDA Writer SIG Member & Host)
- Functional Spec & Design Documentation
- Collaborative Brainstorming
- Mentoring Teammates
- Modest Code Scripting
- Voice Acting, Directing, & ADR
- GameDeveloper.com design competitions - 2 winning submissions, 4 honorable mentions

Level and Game Editing Tools:
- Unreal Engine 4 (Localization Dashboard)
- UnrealEd3 / UDK (Kismet)
- Tiled
- G.E.C.K.
- Aurora (NWN) Toolset
- Gamebryo (Scene Designer)

Version Control Software:
- Perforce
- Tortoise SVN
- SourceTree

Task and Bug Tracking:
- Atlassian Suite (Jira, Confluence)
- Google Suite (Sheets, Docs, Drive, etc.)
- Redmine
- TechExcel DevTrack
- Hansoft
- FogBugz

Additional Software:
- Adobe Suite
- Microsoft Office Suite
- Autodesk Maya / Max
- FMOD Designer

www.CarlKillian.com || www.linkedin.com/in/CarlKillian/