

Clover Ross: Technical Project Manager

Kansas City, MO (Willing to relocate) | 816-739-0200 | clover.ross95@gmail.com | [LinkedIn](#) | [Github](#)

Summary

I am a technical project manager with a background in video game development and digital media. I have 4 years of experience in game development and 2 years of experience in agile methodologies which has also allowed me to develop skills using Trello, JIRA, and Monday.com. I also have 6-8 years of experience in digital arts and I have background in software development.

Related Skills

Project Management: Trello, JIRA, Perforce, Unity, Godot, and Github experience

Leadership: Experience with conflict resolution, team coordination, and stakeholder management across different time zones

Web Development: Experience with front-end web development languages (HTML, CSS, JS)

Digital Media: Adobe Photoshop, Adobe Illustrator, Adobe XD, Adobe Animate, Adobe After Effects experience

Experience

Seekers of the Aether (in development), ongoing video game project

- Assembled team on Discord from around the world, planned project, and managed budget
- Produced a working game prototype in 12 weeks with 5 team members working asynchronously and part time
- **Tech:** Trello, Excel, Github, Discord

Cowboys vs Hipsters, solo video game project

- Developed all art assets, designed game layouts, engineered all game functions
- Managed budget, marketing, project documentation, project scheduling, and team collaboration
- **Tech:** Godot, Trello, Github

Thinkful Technical Project Management, Capstone Project

- Developed Project Charter, System Development Life Cycle, and Requirements Management Plans
- Presented project kickoff meetings and status update meetings, drafted stakeholder management and communications management plans

Grifkuba LLC | remote

June 2020 - current

Division Manager

- Produced working game prototype in 12 weeks
- Managed divisive stakeholder atmosphere with conflict resolution and leadership skills
- Used Trello and Discord to conduct weekly scrum meetings with team members across different time zones

Dream Universe Games LLC | Kansas City, MO

January 2019 - current

Founder

- Engineered two solo game projects with self-taught programming skills in gdscript, python, and Javascript

Education

- Bachelors of Arts in Digital Storytelling from University of Missouri, Columbia
 - Almost minored in philosophy
 - 2nd Place Peoples' Choice Award from LexMizzou