

COLIN FRIDAY

PRODUCER

SUMMARY

I am a video game producer and project manager who is searching for gainful employment starting in May of 2019. I am well versed in agile project management styles and tools in addition to business administration and management. I have a diversified background between business and software development that makes me effective in either of those positions or as a facilitator of communication between the business and software side in a company.

EDUCATION

Rochester Institute of Technology ·

Aug. 2015 to Current

B.S. Game Design & Development 2019

Minors in Business Administration, Management, and Criminal Justice

Relevant Coursework: Independent Study in Advanced Production & Project Management, Software Process & Project Management, and Digital Entrepreneurship

EMPLOYMENT

WITR 89.7

Rochester, NY

Business Director · Mar. 2018 to Current

Created and oversaw the station budget while managing a small department tasked with public facing station branding. Duties included resource management for other departments within the station, budget management for the station as a whole, and directly managed active promotional campaigns.

Rochester, NY

Sports Director · May 2016 to Mar. 2018

Managed a medium sized department including broadcasters, show hosts and broadcast engineers. Additionally, managed the RIT Tigers Sports Network which was rebroadcasted on multiple stations. Duties included scheduling of broadcasters and engineers for games, planning broadcast content, and facilitating communication between all stations in the RIT Tigers Sports Network.

iHeartMedia

Rochester, NY

Producer · Apr. 2018 to Current

Produced the Carl Falk Show on WHTK 1280, Bob Matthews Show on WHAM 1180 and game broadcasts for the Rochester Red Wings on WHTK 1280. Duties included time management during the show, screening callers for host, and public speaking during frequent on-air broadcasts.

CONTACT

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🔗 ColinFriday

SKILLS

SOFTWARE: Microsoft Office, Google Suite, Microsoft Project, JIRA, Confluence, Trello, Brackets, Slack, VisualStudio, Git, Unity

INDUSTRY KNOWLEDGE: Scrum, Agile, Waterfall, Gantt Charts, Sprint Planning, Risk Assessment

LANGUAGES: C#, C++, HTML, CSS, JavaScript

PROJECTS

Project Rose (Project Management)

Aug. 2018 to Current

Project Rose is a seed grant funded interactive application using new approaches for pain reduction and healing. Duties included interfacing with senior faculty including a research scientist, a physician, and an interactive media expert, managing tasking for developers and testers, overseeing the QA pipeline by working with the development team and senior project manager to prioritize software iterations, preparing project plan using Microsoft Project and gantt charts, assisting with recruitment and on boarding of team members, and facilitating of team communication.

Lost & Found Game Series (Project Management)

Aug. 2018 to Current

Lost & Found is an award winning Game series for Learning that teaches literacy in medieval religious law set in 12th century Cairo. Lost & Found has been featured in both Rochester's Strong Museum of Play and the Smithsonian. The Lost & Found team is currently developing a new module for Islamic law literacy. Duties include managing tasking for a cross-functional team of designers, developers, knowledge managers and artists/illustrators, and facilitating communication between team members.

ACTIVITIES

IGM Ambassador Program · Student Ambassador
Fall 2016 to Spring 2018

Participated in the IGM Ambassador Program to assist in informing potential students and their families about the programs in Rochester Institute of Technology's School of Interactive Games And Media and to represent the student body in administrative decisions such as hiring and policy changes. Duties included interpersonal communication with potential families and public speaking during tours and panels.