

# Richard Wyatt

Project Manager

Fairfax Station, Virginia  
703-304-4771

wyattricky@gmail.com  
[LinkedIn](#)

---

Project Manager who's proficient with project lifecycle management for agile and waterfall methodologies. I have a bachelor's degree in game design and several years of management and customer service experience, which has provided me with the tools to lead teams toward a common goal of delivering projects that exceed expectations.

## **Skills:**

Technical	Management	Additional
<ul style="list-style-type: none"><li>• HTML/CSS</li><li>• Object-Oriented Programming</li><li>• Project Management Software</li><li>• Prototyping</li><li>• A/B Testing</li></ul>	<ul style="list-style-type: none"><li>• Agile and Waterfall Methodologies</li><li>• Stakeholder Management</li><li>• Presentation Skills</li><li>• Budget Analysis</li><li>• Strategic Analysis</li></ul>	<ul style="list-style-type: none"><li>• Leadership Skills</li><li>• Attention to Detail</li><li>• Organization</li><li>• Communication</li><li>• Time Management</li><li>• Problem Solving</li></ul>

## **Projects:**

### **Maximus Game Prototype**

- Managed and organized a team of 18 classmates to complete a video game prototype in 10 weeks.
- Ran a Discord server to create open lines of communication, assign tasks, and foster teamwork.
- Assisted the team with roadblocks and facilitated a cohesive workflow.
- Successfully delivered prototype on schedule.

## **Education:**

### **Thinkful**

#### **Certificate, Technical Project Management**

**2020**

- Learned the fundamentals of technical project management including adaptive and predictive methodologies, stakeholder management, budgeting, scheduling, team leadership, and conflict management.
- Created common project management deliverables such as the [project charter](#), [communications management plan](#), and [product backlog](#).

### **Art Institute of Washington**

#### **Bachelor of Fine Arts, Game Art and Design**

**July 2015 - September 2018**

- Courses in Game Prototyping, Programming, App Development, Life drawing, Animation, etc.
- Received Honor Roll 9 times.

## **Experience:**

### **Cinemark**

**Fairfax, Virginia**

#### **Assistant Manager**

**November 2013 - Present**

- Ensure the positive experience of guests by actively listening, addressing concerns, taking action, managing expectations, and using effective communication.
- Build trust with team members by leading by example, supporting them, encouraging and facilitating their continued growth, and being honest and constructive.
- Initiated and followed through with corporate communications, and provided deliverables in accordance with Cinemark policies.