

Douglas Mansell

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Skills and Qualifications

Languages (*in order of familiarity*): JavaScript, HTML5 / CSS3, C++, C#, Java

APIs: .NET 4.5, Monogame 3.1, Processing 2, OpenGL, *familiar with*: Unity 4.x, JQuery

Tools: Photoshop CC 2014, Maya 2014/2015, Unity 4.x, Visual Studio 2012/2013, JIRA, Git, SourceTree, Perforce

Miscellaneous: Agile, Scrum (familiar), Security Clearance (Secret), Veteran (USCG), USA & United Kingdom Citizen

Projects

Bloxeo – Lead Producer

September 2015 – Present

- WebApp designed to allow groups to brainstorm ideas, and settle on one core idea for their current project. Useful for anyone, from participants of game jams or hackathons, to design teams in large studios.
- Managed team of 21 members. 3 Teams: Design, Client, and Server.
- Planned and managed 2 week long sprints. Worked with team leads to define tasks, sprint requirements, and manage bug reports and triage. Maintained overall vision and scope of project. Provided crucial communication between teams.

HEXES!! – Party Card Game – Team Lead / Project Manager

September 2015 – Present

- A card game with hexes that have rules you must follow if you receive one, and defense cards to protect you from them. Submitted to Hasbro's game competition and selected as top 5 out of 500 submissions.
- Team lead for coordination with Hasbro and Indiegogo points of contact, meeting and interview scheduling, and any other communication / management necessary.
- Managing development and launch of Indiegogo campaign for game on Oct 30, 2015.

Fortnite – Unreal Engine – Production Intern

June 8, 2015 – August 21, 2015

- Developed and ran new internal playtest process, gathered and released feedback to the team.
- Ran daily art review meetings, and weekly animation review meetings. Notes taken and released, and reviewed material uploaded to database for team to see.
- Helped production team in sprint planning and management. Aided in management of JIRA bug database throughout sprint for triage. Managed confluence for internal Fortnite information.

Work Experience

Epic Games – Cary, NC

June 2015 – August 2015

Production Intern

- Trainee position (duties described above). Purpose to learn Agile methodology, and assist development as able.

US Coast Guard (Active Duty and Reserve) – Boston, MA / Buffalo, NY

July 2010 – May 2015

Lieutenant Junior Grade (Active Duty) – Chief, Facilities and Pollution Response Branch

- Oversight of facility and cargo container inspections for regulatory compliance, and pollution response efforts when spills occurred. In command of 9 active duty members. **Collateral duties**: Command Center duty for search and rescue, Coordinating and scheduling of monthly training for Prevention Department (approx. 50 members).

Lieutenant (Reserve) – Chief, Reserve Logistics Department

- Oversight of medical and administrative readiness for all reserve Sector Personnel. Oversight and responsibility for reserve Armory and Engineering departments. In command of 9 reserve personnel.

Education

Rochester Institute of Technology – Rochester, NY

August 2013 – Present

BS in Game Design and Development GPA of 3.81

Expected graduation: December 2015

SUNY Maritime College – Bronx, NY

August 2006 – September 2009

BS in Marine Transportation (Business) GPA of 3.24