James R. Anderson

3160 Integra Lakes Ln #118 Orlando, Florida 32707 Phone: 706-289-6561

Skills

・Copy & Creative Writing ・Python Knowledge ・SQL Knowledgeable ・Digital Scrum Knowledge

・Creative Critical Thinking ・Narrative Design and Implementation   ・QA Test Plan Implementation

・Team Leadership and Organization ・Multicultural Sensitivity ・Technical Writing Experience

Experience

EA Tiburon via ProUnlimited - January 2018 - Present

EA Madden Ultimate Team Member – Associate Producer I: Maitland, FL

Non-Credited:Madden 18 (Released Aug. 2017), Credited: Madden 19 (Released Aug. 2018). .

• Dynamic Messaging - Scheduled dynamic messaging to segmented players that provided information for current events.

• Content Creator - Set up Solo Challenges for single player experiences tied to release programs.

• Quality Assurance - Worked with QA in terms of visibility and completion rate to ensure solid performance when releasing Solo Challenges.

• Story Research - Updated references and information pertaining to players and events in the NFL.

CelleC Games/ Black Banshee Studios March 2016 - Present

Full Sail University - Lead Writer, Game & Narrative Designer: Winter Park, FL

Lorekeeper 2 (2016), Solar Explorer (2016), Cell Squadron (2017), We Walked in Darkness (2017), Error: Human Not Found (2017).

• Lead Writer - Ensured quality narrative design across all games developed in studio.

• Narrative Designer - Developed compelling worlds, characters, and stories for developed games.

• Quality Assurance - Created game test documentation, and followed procedures before shipping of game.

• Story Research & Development – Performed quality research to ensure world building and character development.

• Level Designer - Created balanced levels used in multiple projects.

United States Navy April 2007 - March 2014

Petty Officer Second Class (E-5): Fort Meade, MD

• Prepared and reviewed operational reports and schedules to ensure accuracy and efficiency.

• Determined schedules for work activities, based on priority, quantity of equipment, and skill of personnel.

• Developed, implemented, or evaluated maintenance policies and procedures.

• Compiled operational and personnel records, such as production records, repair, etc.

Education

Master of Science in Game Design August 2017

Bachelor of Fine Arts in Creative Writing for Entertainment July 2016

Full Sail University