Jason Kane

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SUMMARY:

As a Project Manager, my focus has always been on standards, process, schedules, design, team building, and asset management. I'm used to managing teams of various sizes on both small to very large projects with tight schedules and fixed budgets. I've worked with internal as well as remote teams to hit company deadlines and support both internal and external clients. I'm a great multi-tasker and a quick study of new technologies and processes. I'm used to fast paced development within a continually changing environment.

PRODUCTION MANAGEMENT EXPERIENCE:

Legion of Pirates   May 2016 - Present

Agile Coach, JIRA Administrator, Software Development Process Consultant

Legion of Pirates provides software development process analysis, Atlassian suite configuration, development operations analysis, Agile coaching, and project management training. Legion's purpose is to help companies build or restructure their software development process and toolsets to custom meet their immediate and long term team goals. We specialize in tailoring companies' Atlassian suites so they work hand in hand with the companies' current or evolving Agile development process.

Aristocrat Technologies – New Media Games   December 2015 – May 2016

Scrum Master (Scrum), JIRA Administrator, Studio Manager

I built a game development team from the ground up. We worked directly with the platform team, two remote game studios, and the game services team to create cross organization standards, maintain roadmap schedules, and provide digital game content for both mobile and social platforms. I also was in charge of putting together a proposal for rolling out a new unified JIRA project plan that would allow better cross functionality between all the stakeholder studios and teams.

Multimedia Games / EVERI   December 2011 – November 2015

Product Owner (Kanban) / Lead Producer

I was the Lead Producer for Studio Z. I oversaw two game producers' development teams; helping them coordinate their schedules, resource balance, fire fight issues, supported their game design development and shared best practices. I also managed my own game development team of artists, programmers, and mathematicians. I co-owned company and departmental standards/processes, I directly oversaw all department photo shoots and video shoots, worked closely with facilities to manage the development labs for game and audio development, I managed departmental travel, worked with the executive team to put on multiple company morale boosting and charity events; co-vetted production, audio, artist, mathematician, and programming talent; and I've managed several high profile first run game, hardware, and platform projects.

Aristocrat Technologies, Inc.   January 2011 – November 2011

Scrum Master (Scrum), JIRA Administrator, Senior Project Manager

Oversaw Aristocrat's premier R&D framework development group. The team was modularizing the current game platform to make it easier for game studios to quickly and efficiently make new games without having to interact with framework code. We made a GDK/API interface layer that would sit between game and platform allowing games to function as standalone plug-ins. The long term plan for the team was to fully replace the established game platform with a new optimized "genesis" game framework focused on extensibility and regulatory compliance requirements. I also acted as the team's Agile Coach / Scrum process trainer and JIRA administrator. I thought them my customized "Pirate" version of Scrum and I also built and setup their initial JIRA Server instance.

Total Immersion Software, Inc.   January 2009 – December 2010

Product Owner (Scrum), JIRA Administrator, Project Manager

>**National Training Center Build (NTCB) | November 2010–December 2010**
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>*Built a new system to pull in the data collected during an NTC training mission/data collect and represented it in a simulation environment, in this case, GPS location feeds. In order to accurately represent this data, the team needed to recreate the NTC to high geographic detail and precise coordinate locations. The recreation utilized high-resolution imagery and elevation down to 4-inch fidelity which required significant architectural improvements to the terrain engine and the multi-processor. Finally, there was an implementation of an air camera platform system to emulate the location of sensor data platforms in the run-time environment.*
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>**Afghanistan Terrain Build (ATB) | June 2010–November 2010**
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>*Built the largest 3D terrain environment ever input into a run-time simulation at the time. I oversaw the use of GIS elevation, imagery, and vector data to produce the entire country of Afghanistan, approximately 250,000 square miles, as a physical simulation environment complete with physics and textures of land masses and roads. I also had the team build out in specific detail several staging areas along the Royal Highway from Kandahar to Bagram. In order to achieve this, I spearheaded the creation of a new terrain database management system. Worked with the I.T. team to design the architecture for a terrain storage array/multi-processor that could distribute terrain generation across multiple networked machines for rapid terrain generation.*
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>**RealWorld Builder (RWB) | January 2009–May 2010**
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>*Managed RealWorld Builder, a multi-featured software development tool used for scenario creation/editing, terrain importation/generation, and AI creation/editing. I oversaw the development of new customer driven features and stabilized the software from the previous releases. Worked closely with the executive producer and designer to expand the features of the tool based on external stakeholder requirements and internal product team stakeholders to support their development/tool needs.*

Multimedia Games, Inc.   April 2003 – December 2008
Product Owner (Kanban) / Producer

Modification Team | October 2004–December 2008
Managed game development team to modify the existing game library to address new market and new legal requirements. Worked with game development managers, original titles producers, and the test department to ensure the large volume of conversion and modification titles reached the field cleanly and on schedule. Volunteered to be the first modification team producer to help with the company's transition, staffed the four new modification production teams, and trained the three new modification producers.

Original Titles | April 2003 – October 2004
Supervised a game development team in the design and implementation of new original games based on the requirements of the marketing and executive team. Coordinated and managed contract illustrators & audio engineers. Helped facilitate original and modification math development with in-house statisticians. Worked with test department, federal regulators, and state agencies to get game versions tested and released into the field.

NON-MANAGEMENT EXPERIENCE:
2001 - 2003
Associate Producer for various PC/Platform gaming companies (Austin, TX) – Details Available upon Request

1995 - 2000
Various film/video production roles (Los Angeles, CA) – Details Available upon Request

EDUCATION:
University of Texas at Austin, Bachelor of Science with *High Honors* in Radio/Television/Film
Graduated December 1996, GPA 3.69

COMPUTER SKILLS:
Proficient in Windows, macOS, Linux, Android, iOS; Chromium OS, Microsoft Office, Google Suite, Mozilla Suite, LibreOffice, Microsoft Project, Unity, Unreal, Crytek, RealWorld, SharePoint, Clearspace, Adobe Creative Suite, 3DS Max, Sound Forge, Pro-Tools, Audacity, Dreamweaver, WordPress, Alien Brain, ProSource, Perforce, StarTeam, Subversion, ClearQuest, JIRA, Confluence, Portfolio, Tempo, Zendesk, FRAPS, Camtasia, PeopleSoft, Clarity, Slack, HipChat, Skype, Telegram, Franz, Trello, FTP, WebDAV, and knowledge of many more applications.

CERTIFICATIONS:
SCRUM Master – Mountain Goat Software
Project Management Professional – PMI
JIRA Administrator – Atlassian