I’ve been in software development for over 16 years, either as a Producer, Project Manager, or Studio Manager. My focus has always been on standards, process, schedules, design, team building, facilities, coordinating with internal/external vendors, and asset management. I have experience in the PC/Platform; Military Rehearsal/Training; Land-Based, Mobile, & Social Casino Game, and SDK/GDK software development spaces. I’m no stranger to managing large teams of multiple disciplined people and personality types. I've also been in senior positions where I managed other team leads and managers. I’m used to managing projects with tight schedules and strict 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 pace work environments that are continually changing and growing. I also enjoy putting together company events for charity causes, team building, and to help bolster company culture and morale. My continued success as a manager is due to the fact that I always put my team’s needs first and foremost. I believe a manager has a responsibility to support their teams by removing blockers, making sure the team has all the tools necessary, by providing/maintaining a clearly defined process, giving up-front / transparent schedules, and by being the team’s protector. I consider myself to be firm, but fair with my teams and supervisors. I focus on ways for my teams to succeed as opposed to looking for failings. The ideal team to me is one that is continually changing, looking to always learn more, jumping at challenges, striving to support one another, and wanting to succeed not just for the company, but also because of personal pride, team fellowship, and a hunger to be rock stars. Happy teams make better products, which generate better revenues, which makes for standout companies.