

Liam Craffey

Burlington, VT
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Game Production Management Student

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Areas of Expertise

- [Certified Scrum Master](#)
- [Certified Product Owner](#)
- QA Test Management
- Microsoft Project, PowerPoint, Word and Excel
- Familiarity with Programming logic
- Experience using and teaching Java
- Video editing
- Work independently and in groups
- Confidence in public speaking
- Solid understanding of computer and VR Hardware
- Customer service veteran
- Basic HTML knowledge
- [Zendesk](#) management

Relevant Experience

[Champlain College](#), Burlington, VT

Game Production Team Management

January 2016 – Present

- Gaining familiarity and experience working with multiple discipline team
- Led a team that accomplished its milestone of being shown at [GameFest 2016](#)
- Created and edited final game concept [announcement trailer](#)
- Worked on the production of six separate game projects, including a [VR Experience](#)

[Champlain College](#), Burlington, VT

January 2016 – Present

Quality Assurance Manager, [Champlain Game Studio](#)

- Supervise and maintain lab equipment for student use
- Manage student team and tester sign up process which includes: database management, documentation review, customer service, and attendance recording
- Organized Champlain's [GameFest 2016](#) event participation

[Shanghai Construction Group](#), Shanghai, China

Video Editing and Marketing Intern

May 2017 – August 2017

- Researched competitor markets with product specifications
- [Edited videos](#) to properly communicate company vision and product on a variety of platforms

[Minority Media](#), Montreal, QC

Production Intern

January 2017 – May 2017

- Formulated integral components of product placement within market
- Researched platform competitors and drafted competitor analysis
- Prepared and coordinated the technical side of product demos
- Compared options, set up, and helped manage new customer service system

Education

[Champlain College Stiller School of Business](#), Burlington, VT

August 2014 – Present

Bachelor's Degree in Management of Creative Media: Game Production

- GPA of 3.52 (4.0 scale) – Studied Spring Montreal 2017, Completing Study May 2018
- Applied and was selected for study and work in Shanghai, China Summer 2017