# Liam Craffey Game Production Management Student

Burlington, VT 508-274-6860

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## **Areas of Expertise**

- Certified Scrum Master
- QA Testing Management
- Microsoft Project, PowerPoint, Word and Excel
- Familiarity with Programming logic
- Experience with Java

- Basic video editing experience
- Working independently in groups
- Confidence in public speaking
- Understanding of Computer Hardware
- Customer Service

#### **Education**

Champlain College Stiller School of Business, Burlington, VT

August 2014 – Present

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

- GPA of 3.56 (4.0 scale) Studying in Montreal Spring 2017
- Current Overwatch Varsity starting player Participated in Extra Life 2016

## Relevant Experience

Minority Media, Montreal, QC

January 2017 – May 2017

## **Production Intern**

- Assisted in competitor market research for upcoming title
- Researched, analyzed, and set up new customer service system
- Prepared and was technical coordinator for product demos

#### **Game Production Team Management**

January 2016 – May 2016

- Worked on the production of five separate game projects
- Gained familiarity and experience working with multiple teams
- Led a team that accomplished its milestone of being shown at <u>GameFest 2016</u>
- Created and edited final game concept announcement trailer

#### Champlain College, Burlington, VT

January 2016 – Present

## **Quality Assurance Manager, Champlain Game Studio**

- Managed student team and tester sign up process which includes: database management, documentation review, customer service, and attendance recording
- Supervised and maintained lab equipment for student use
- Organized Champlain's GameFest 2016 event participation

<u>iD Tech Camps</u>, Olin College of Engineering, Needham, MA

June 2016 - August 2016

### Instructor

- Mentored and provided leadership for groups of up to eight youth, ages 10-12, each week
- Planned and facilitated classroom activities and lessons on Java Programming
- Supervised outdoor recreational events and managed student projects