Jesse Sheehan

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Recent Employment

Game Producer, Noggin - October 2021 to Present
- Game designer for over a dozen HTML5 games and facilitated their production.
- Takes new game asks from education team and designs fun, enjoyable experiences around them.
- Creates pitch decks for new games and presents them to vendors and internal executives.
- Collaborates with stakeholders from various internal teams, such as brand, design, usability/UI, and curriculum, to incorporate their notes into constructive feedback.
- Oversaw new producers on their first producing projects.

Associate Game Producer, Noggin - July 2020 till September 2021 *(unofficially began Dec 2019)*
- Similar responsibilities as the Producer position, but under guidance of supervisor.
- Worked with vendors to troubleshoot new game mechanics and devised creative workarounds for device limitations.
- Submitted POs and expenses for team budget.
- Uses JIRA to assess and assign bugs from the QA Team.

Department Executive Assistant, Nickelodeon/Noggin - Nov 2016 till July 2020
- Assistant to 5 executives in Nickelodeon's digital division (e.g. VP and SVPs of product, audience development, interactive content, etc) - maintained their calendars, took meeting minutes, booked travel, managed expenses, etc.
- Demonstrated VR and AR technologies to executives and their teams, and explained the technology behind the hardware, and the games/apps created by Nickelodeon.
- Participated in team brainstorm sessions for new AR apps, Alexa skills, and interactive television episodes.

Digital Production Assistant, Cartoon Network's The Powerpuff Girls -   April 2015 till July 2016
- Reviewed scripts with writes and incorporated their notes.
- Prepared scripts for VO sessions, conducted circle takes for showrunners.
- Prepared storyboards and animation files for the artists and directors using assorted Adobe programs.
- Booked VO studios and talent for records via their agents.

VoiceOver Coordinator, Blindlight Productions - Jan 2014 - March 2015
- Conducted circle-takes for VO sessions of various AAA games, including Fallout 4, Destiny, and Life is Strange.
- Acted as production assistant for motion capture studios on AAA games, such as Rise of Tomb Raider.

Skills

- HTML/CSS/Javascript
- jQuery
- Node
- JIRA
- Jenkins
- Github
- Unity
- C# *(limited)*
- Final Cut Pro
- Microsoft Office
- Toon Boom Storyboard Pro
- Final Draft
- Logic Pro
- Filemaker Pro
- VR/AR technologies
- Apple/iOS/Windows/Android
- Self-proclaimed Nintendo expert
- Proficient on guitar and piano

Education

Emerson College - Class of 2014
Cum Laude
BA in Visual and Media Arts: Writing for Television and Film

Playcrafting NYC - Fall 2019
Game Design: Learn Unity in Eight Weeks

Columbia University (online) - April 2022 - present
Columbia Engineering Bootcamp (Full-stack)