Christopher M. Tritt
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QUALIFICATIONS

- Successful team leadership from contract negotiation to product release.
- Over 12 years of experience across multiple platforms, including SNES, Sega Genesis, Sega CD, Dreamcast, PSX, PS2, PS3, XBox, Gamecube and PC.
- Emphasis in design, including concept, character, level, narrative and GUI across multiple game genres.
- Complete understanding of game development, with credited titles as Producer, Designer, Assistant Producer, Lead Tester, Tester and Voice-over and Motion-capture Actor.
- Involved in all areas of business development, with experience in both internal and external production, in-game sponsors and music, film, television and sports licensing.
- Authored several design treatments, design documents, game narratives, voice-over scripts and press releases.
- Excellent verbal and written communication skills.
- Avid gamer.

EDUCATION

Bachelor of Science in Business Administration with an emphasis in Marketing; Minor in English
San Diego State University   2010

Associate of Arts in Transfer Studies
San Diego Mesa College   2007

Certificate of Completion: Signals Intelligence Analyst Course
Air Education and Training Command, Goodfellow Air Force Base, TX   1991

GAME EXPERIENCE

Producer / Designer
Killspace Entertainment, Inc.   2009-2011

Responsibilities:
- Author design treatments and supporting documents.
- Provide feedback on game balance, level progression and implementation.
- Provide direction to maintain game cohesion and overall vision.
- Business development.

Projects:
    Yar's Revenge for XBox Live, PS3 and PC

Producer
Left Field Productions, Inc.   2001- 2003

Responsibilities:
- Manage day-to-day operations of the studio.
- Coordinate efforts between developers, artists, sound design, QA and HR.
- Develop and maintain ongoing relationships with publishers for business development.
- Recruit talent as needed.
- Procure software and equipment as needed.

Projects:
    MTX for PS2, XBox - Lead Designer

- Schedule and Manage track design.
- Create and maintain design documentation.
- Create game content, including mission objectives, difficulty progression, character-upgrades and skills tests.
- GUI design.

Backyard Football for Gamecube - Producer
- Managed team of 26 Programmers and Artists.
- Involved in all areas of game production, including contract negotiation, milestone delivery and final approval by the publisher, Nintendo and the NFL.
- Create documentation to fulfill publisher and licensor requirements.
- Schedule team to meet strict deadlines using MS Project.
- Lead Designer on project.
- Authored voice-over script for new game content.
- Liaison with publisher, Humongous, Inc.

Designer
Visionscape Interactive, Inc.   2000- 2001

Responsibilities:
- Create and develop new intellectual properties.
- Mentor junior designers in developing game ideas.
- Coordinate efforts of programmers and artists to meet strict deadlines.
- Test and balance new game content.

Projects:
Razor Scooter Racin' for PSX – Designer
- Character progression and skills development.
- Track design and balance.
- Difficulty progression.

A.I.: Chaser for XBox (released as Sea Blade) – Designer
- Create game content, including mission objectives, character and difficulty progression.
- Narrative Designer, working closely with Amblin Entertainment to create story continuity with film license.
- Liaison between Visionscape and publisher, Microsoft, Inc.

Producer (External)
Titus Interactive S.A.   1999

Responsibilities:
- Maintain communications with product developers in the U.S., Japan, England and France.
- Approve milestones from product developers and trouble-shoot any problems they may be having.
- Report on progress of product developers to company principals.
- Liaison between Titus and licensors, Universal, Sega, Sony and Nintendo.

Projects:
KAO the Kangaroo for PC
Barbarian for PS2, Gamecube and Xbox
Top Gun: Combat Zones for PS2
Exhibition of Speed for Dreamcast

Worms World Party for Dreamcast
Virtual Kasparov for PSX

Assistant Producer
Sony Computer Entertainment America   1993- 1999

   Responsibilities:
   - Assist the Producer in managing the team.
   - Coordinate efforts of QA and product development.
   - Provide feedback on design and overall quality.
   - Procure software and equipment as needed.

   Projects:
   Jet Moto 2124 for PS1 (Unreleased) – Assistant Producer
   - Managed team of 15 Artists and Programmers.
   - Fostered relationships with advertisers for in-game branding purposes.
   - Liaison between music industry and SCEA.
   - Obtained reference material for team by attending related events.
   - Interviewed and contracted external designer to provide concept art.
   - Liaison between SCEA and Syd Mead, Inc.
   - Authored voice-over script.
   - Motion-capture actor.

   Spawn: The Eternal for PS1 – Assistant Producer
   - Managed team of 15 Artists and Programmers.
   - Overcame numerous setbacks, under difficult circumstances to ensure release of game.
   - Oversaw testing process through product release.

   Steel Reign for PS1 – Assistant Producer
   - Managed team of 7 Artists and Programmers.
   - Military advisor for project.
   - Motion-capture actor.
   - Oversaw testing process through product release.

   Tanarus for PC – Lead Tester
   - Managed team of 18 testers.
   - Coordinated open-beta test for project.

   MLB Pennant Race for PS1 – Tester
   NBA Hang Time for Sega CD – Tester
   ESPN National Hockey Night for SNES, Sega Genesis and Sega CD – Tester
   ESPN Speed World - Tester