

REID BRYANT KIMBALL

1855 W 10th Ave. Upper Eugene, OR 97402

415-632-9982, <http://game.rbkdesign.com>

VIDEO GAME ASSOCIATE PRODUCER

Experienced video game designer seeks transition to associate producer role.

SUMMARY OF QUALIFICATIONS

- Nine years of video game design experience and four years of film experience.
- Led Internet based team to create a closed-captioned modification of Doom3 for the hard of hearing and deaf.
- Public speaking and interviewing experience.
- Creative problem solver who thrives working collaboratively.
- Detail oriented and able to learn new tools and processes quickly.

FILM AND GAME EXPERIENCE

Sparkplug Creations (Self-employed) – Eugene, OR

April 2010 – Present

Director of Video Production

- Designed template workflow and task tracking system in Trello.com for fast production of commercials.
- Handled video production from concept to distribution for a variety of projects.
- Created, edited, and maintained website and social media channels for marketing.

Northwest Media, Inc – Eugene, OR

August 2010 – October 2012

Lead Game Designer and Producer

Unannounced Serious Game (PC)

- Managed artist and programmer using project task tracking software Pivotal Tracker.
- Collaborated with Executive Producer to translate his goals into game design documents.
- Collaborated with artist and programmer to prototype gameplay in Unity.

Buzz Monkey Software - Eugene, OR

September 2008 – January 2010

Lead Game Designer

Unannounced FPS (PC)

- Led small team in vision and scheduling to prototype a new multiplayer FPS.
- Designed gameplay mechanics for customizable weapons.
- Collaborated with team to create and refine customizable weapon gameplay.
- Prototyped new multiplayer game mode using UT3's Kismet visual scripting.

Game Designer

Tony Hawk: RIDE (Nintendo Wii)

- Implemented gameplay using proprietary software tools.
- Wrote Game Accessibility technical features for the GDD.
- First to create a custom level and documented the process for team training.
- Assisted in identifying, submitting, assigning, and fixing bugs near end of project.

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LucasArts - San Francisco, CA
Designer

February 2006 – June 2008

Star Wars: The Force Unleashed (XBOX 360, PS3)

- Led Scrum team to complete all our tasks during multiple sprints.
- Collaborated with lead to spearhead design and implementation of multiplayer mode with LUA scripting and propriety gameplay tools.
- Gave demonstrations of work in progress during team meetings with an audience of 100+.

Ritual Entertainment – Dallas, TX

May 2003 – November 2005

Level Designer

- Used Hammer, QE Radiant, and others tools to create gameplay for 25 to Life, Black Hawk Down: Team Sabre, Counter Strike, and Condition Zero.
- Assisted in identifying, submitting, assigning, and fixing bugs near end of various projects.

TECHNICAL SKILLS

- Software: Unity 3.5.3f3, QERadiant, Worldcraft, UnrealEd 3, Maya, SoftImage, 3DS Max, Windows 7, Adobe Creative Cloud Suite, Word 2010, Excel 2010, PowerPoint 2010, OneNote 2010, Trello.com, PerForce,
- Programming Languages: HTML, PHP, LUA, CSS, UT3's Kismet

EDUCATION

Rochester Institute of Technology, Rochester, NY
BS Information Technology, November 2002.

VIDEO GAMES CREDITED

Tony Hawk: RIDE (Nintendo Wii)	Half-Life: Counter-Strike (XBOX)
Star Wars: The Force Unleashed (XBOX 360, PS3)	Blair Witch 3: The Elly Kedward Tale (PC)
25 to Life (PC, XBOX, PS2)	Gunman Chronicles (PC)
Counter-Strike: Condition Zero (PC)	Heavy Metal: F.A.K.K 2 (PC)
Delta Force: Black Hawk Down - Team Sabre (PC)	

ACHIEVEMENTS

- Gave PBS KQED TV and radio interviews about game accessibility (May, 2007). (<http://www.kqed.org/quest/television/view/276>)
- Gave presentation, "Closed Captioning in Videogames" at Game Developers Conference, San Jose, CA (2006).
- In 2004/2005 led a team of captioners and programmers to develop a closed captioning system for Doom3 called Doom3[CC].

INTERESTS AND HOBBIES

- Making probiotic fermented foods and cooking grain-free, sugar-free meals.
- Playing ice hockey during fall, winter, and spring seasons.