

# James Stanford Montgomery

Game Designer & Producer

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## Core Skills

- Team Leadership
- Agile, Scrum & Waterfall Project Management
- Game User Research
- Public Speaking & Game Pitching

## Management Tools

- Sprint/Milestone Planning
- Trello, Jira, HacknPlan
- Slack, Messenger, Skype
- Social Media Marketing
- Microsoft Office, Google Drive

## Additional Software

- Adobe Premiere (Intermediate)
- Adobe Photoshop (Intermediate)
- Maya (Modeling, UV Mapping)
- Unity (Level Design Basics)
- Unreal Engine (Blueprint & Level Design Basics)

## Game Design Experience

### Manic Interactive, LLC

August 2016-Present

- Co-Founder of Manic Interactive, LLC, and Producer for the game *Deliriant*, a non-linear exploration narrative experience in which the environment evolves as a character and drives the story through player interaction.
- I issued tasks for my team of 12 using Jira and assisted in key design decisions. Also, as Marketing & Public Relations Director, I created our website, [manicinteractivegames.com](http://manicinteractivegames.com) as well as built our Facebook and Twitter presence.

### Counter Agents

October 2015-December 2016

- Published December 1, 2016 on Steam, *Counter Agents* is a spy themed head-to-head multiplayer game. Currently over 10,000 owners, 100% positive Steam reviews and quickly growing Steam community/social media presence.
- Sole Producer of a small team of 4 in which I managed tasks using Trello. I was the Lead Level Designer using Unity to create most of the Multiplayer and Solo Challenge levels. As Marketing & Public Relations Director, I built our Facebook and Twitter presence and created our Steam Store page.

### The GApp Lab, University of Utah Hospital

August 2016-December 2016

- Working alongside medical professional partners and investors, The GApp Lab staff creates therapeutic, medical and educational videogames and applications.
- Project Manager and Design Lead for the Associated Regional & University Pathologists (ARUP) project in which I helped develop a completely new and experimental User Interface for their Test Result Reporting Program.

### MallCoaster, LLC

April 2016-June 2016

- Project Manager for completing and publishing *M.A. Warrior*, a martial arts side-scrolling fighting game using the Muay Thai style in which you play as real male and female professional fighters and work your way through the ranks.
- Published on iOS and Android on the App Store and Google Play. Free-to-play with in-app purchases.

## Awards

### Games4Health - Clinical Health Challenge Second Place Winner

January 2016-April 2016

- Creative Director and Game User Research Lead for *Chill Island*, a Google Cardboard VR mobile game designed to relieve stress as the player wanders around a mysterious island.

### National White House Climate Game Jam Third Place Winner

December 2015

- Lead Design and Producer for the children's puzzle game, *Manta Day*.

## Education

### University of Utah - Salt Lake City, Utah

Fall 2015 - Spring 2017

- Master of Entertainment Arts & Engineering - Game Production, Graduation April 2017

### Utah Valley University - Orem, Utah

Fall 2008 - Summer 2015

- Bachelor of Science - Business Management, Graduated April 2015
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