

James Stanford Montgomery

Game Designer & Producer

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Skills

- Console, Mobile, & Steam Publishing
- Agile, Scrum & Waterfall Methodologies
- Games User Research/UX
- Jira, Trello, HacknPlan, Slack
- Sprint/Milestone Planning
- QA Testing
- Social Media Marketing
- Website Design
- Unity (Level Design)
- Unreal Engine 4 (Level Design)
- Adobe Premiere, Photoshop
- Maya (Modeling, UV Mapping)

Project Experience

Manic Interactive, LLC

Co-Founder, Producer & Director
of User Experience

August 2016-Present

- Published May 23, 2017 on the PlayStation 4 console, *Deliriant* is an exploration narrative game that now has over 10,000 purchases on PSN.
- Co-Founded Manic Interactive, LLC, networked with Sony PlayStation, assisted in key design decisions and maintained development Jira sprint logs.
- Conducted User Research to create Actionable Points for implementing playtester feedback throughout iteration-based development.
- Lead social media marketing. Designed and maintained the company website, manicinteractivegames.com.

Counter Agents

Producer, Level Designer

October 2015-December 2016

- Published December 1, 2016 on Steam, *Counter Agents* has a quickly growing community with over 23,000 owners and 100% positive Steam reviews.
- Sole Producer of a small team of 4 in which I managed tasks using Trello.
- Designed levels using Unity to create most of the Multiplayer and Solo Challenge maps.
- Lead social media marketing. Obtained over 600 Facebook followers and over 150 user created YouTube videos. Created and maintained Steam Store page.

The GApp Lab, University of Utah Hospital

Producer, Research Assistant

August 2016-January 2017

- Producer and Research Assistant for The GApp Lab in creating therapeutic, medical and educational videogames and applications.
- Lead the Associated Regional & University Pathologists (ARUP) project in developing an experimental UI for their Test Result Reporting Program.
- Researched existing similar programs and pitched my team's new ideas to the medical professional partners and investors.

MallCoaster, LLC

Project Manager

April 2016-June 2016

- Published May 19, 2016 for iOS and Android on the App Store and Google Play, *M.A Warrior* is a free-to-play fighting game with in-app purchases.
- Project Manager for completing and publishing the game in a short timeframe conducting engineering tasks using Trello.
- Organized external contracting and worked alongside an Xcode specialist.

Awards

Global Games4Health - Clinical Health Challenge Second Place Winner

January 2016-April 2016

- Creative Director and User Research Lead for *Chill Island*, a Google Cardboard VR mobile game designed to relieve stress.

National White House Climate Game Jam Third Place Winner

December 2015

- Producer and Designer of the children's puzzle game, *Manta Day*.

Education

University of Utah

Fall 2015-Spring 2017

- Master of Entertainment Arts & Engineering - Game Production, Graduated May 2017.

Utah Valley University

Fall 2008-Summer 2015

- Bachelor of Science - Business Management, Graduated April 2015.
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