

James Stanford Montgomery

Project Manager & Game Producer

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Skills

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

Project Experience

Co-Founder, Project Manager & Director of User Experience

Manic Interactive, LLC
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.

Project Manager, Research Assistant

The GApp Lab, University of Utah Hospital
August 2016-January 2017

- Project Manager and Research Assistant for The GApp Lab in creating therapeutic, medical and educational video games and applications.
- Lead a small team of 3 for 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.

Project Manager

MallCoaster, LLC
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.

Producer, Level Designer

Counter Agents
October 2015-December 2016

- Published December 1, 2016 on Steam, *Counter Agents* has a quickly growing community with over 27,000 owners and a "Very Positive" Steam user rating.
- 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.

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.

Centro de Lenguas e Intercambio Cultural (CLIC)

Summer 2013

- Study abroad in Seville, Spain.
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