

Chris Schweitzer

Game Development/Project Management



(813) 505 2333



Chris.T.Schweitzer@gmail.com



www.ChrisSchweitzer.com



5436 Viewcrest Way Apt #107
Raleigh, NC. 27606

GAME DEVELOPMENT EXPERIENCE

EPIC GAMES

CARY,
NORTH CAROLINA

Winter 2015
to
Summer 2018

ASSOCIATE/ART PRODUCER (FORTNITE)

- Established a new content review process, utilizing various discipline specific dailies, to drive the content creation cycle for launching and then supporting a live game with weekly content deliveries
- Built the initial proposal with Animators, owned the development process, and communicated performance for the Battle Royale Emotes
- Brought transparency to the content creation process by adopting and rolling out the asset tracking software – Shotgun – to the Fortnite Art Team
- Served as a mentor, a go-to resource, and provided oversight for multiple contracted Production Assistants
- Improved developers' workflow by creating a python script that mirrored Shotgun tasks and assets with Jira tasks and epics
- Vetted and established good working relationships with multiple outsourcing vendors

PRODUCTION ASSISTANT (FORTNITE)

- Combined a waterfall and agile development process that promoted quick turnaround and increased working connections between designers and artists
- Provided daily production support for the team by taking meeting notes, triaging tasks, and scheduling daily art reviews

FLORIDA INTERACTIVE ENTERTAINMENT ACADEMY

ORLANDO, FLORIDA

Fall 2014
to
Winter 2015

DIRECTOR OF DEVELOPMENT (MALL COP)

- Created a unique Agile development process focused on the team's strengths and needs that evolved over time, based on feedback from the team over a 9-month period
- Scripted in C# in Unity the UI overlay for scoring, game timer, and special abilities feedback
- Applied a Gamification technique to the development process that rewarded strong work ethic and promoted team bonding

PRODUCER (KTBO)

- Designed, coordinated, and programmed in C# a 2D split-screen multiplayer battle arena in Unity over a 3-month period

TECHNICAL PRODUCER (ROBODROME)

- Scripted in C# the Push & Pull mechanic, UI elements, and game mode configuration of a Unity networked multiplayer PC game in 2 weeks

PRODUCER (KTBO)

- Helped to create an asset delivery schedule, tracked tasks, and mitigated risks for an Android Mobile game developed in Unreal Engine 4 in 2 weeks

PROJECT MANAGEMENT EXPERIENCE

UNIVERSAL ORLANDO RESORT

ORLANDO, FLORIDA

Fall 2003
to
Winter 2015

ASSISTANT STAGE MANAGER, ENTERTAINMENT

- Direct supervisor for multi-disciplined teams for multiple Halloween Horror Nights, Macy's Holiday Parade, and Islands of Adventure Animated projects
- Supervised, evaluated, and developed the talent, technicians, and coordinators of a large team (100+)
- Addressed multiple human resource needs including counseling of employees, peer mediation, high conflict resolution, and employment termination

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PROJECT MANAGEMENT EXPERIENCE (CONT.)

UNIVERSAL ORLANDO RESORT

ORLANDO, FLORIDA

Fall 2003
to
Winter 2015

ASSISTANT STAGE MANAGER, ENTERTAINMENT (CONT.)

- ⤴ Coordinated and oversaw the daily operations and maintenance for costuming, make-up, floats, and balloons
- ⤴ Reviewed and adjusted any scheduling oversights daily, keeping an accurate track of hours worked for team members

ENTERTAINMENT COORDINATOR (HIGH RISK TRAINED)

- ⤴ Launched the updated “Oh, The Stories you'll hear” Seuss Animated show, the Transformers Meet and Greet, and assisted with the Superstar Parade launch
- ⤴ Directed daily operations by conducting daily start-up meetings, handling all staffing issues, adjusting grids and rotations to accommodate business needs, and drafting daily FYI for distribution
- ⤴ Updated daily grid and rotation documentation to be adjustable for business needs and clearly show times and positions of all performers on the street

SCHEDULING SPECIALIST, ENTERTAINMENT

- ⤴ Built a weekly schedule for various venues within Entertainment by balancing team member availability while adhering to budget constraints that provide schedules that minimize overtime
- ⤴ Calculated and submitted weekly payroll reports including overtime, benefit pay, pay rates, and contract tracking

TALENT COORDINATOR, ENTERTAINMENT

- ⤴ Processed post audition tasks including data entry of candidates into the appropriate casting documents and creating offer sheets
- ⤴ Contacted potential and future team members with offers which consist of position, pay rate, and requirements of the position

EDUCATION

FLORIDA INTERACTIVE
ENTERTAINMENT ACADEMY (FIEA)
UNIVERSITY OF CENTRAL FLORIDA

⤴ Masters: Interactive Entertainment M.S.

UNIVERSITY OF CENTRAL FLORIDA

⤴ Major: Interdisciplinary Studies B.S.

⤴ Minor: Entrepreneurship

SKILLS

Agile/Scrum/Waterfall	■■■■■	Shotgun Studio	■■■■■
Jira / Confluence	■■■■■	Google Suite	■■■■■
Unreal Engine 4	■■■■■	Microsoft Office	■■■■■
Unity 5	■■■■■	C#/C++/Python	■■■■■
Perforce	■■■■■	Adobe Creative	■■■■■