

## Candidate 4

This candidate is represented by Federal Concierge LLC. To view and interview this candidate, a finders fee contract must be ratified. Please contact Janelle B. Hill at 813-532-1972 or email [Jbb@federalconcierge.com](mailto:Jbb@federalconcierge.com)

### Objective

To develop networking and IT solutions in a professionally nurturing environment, to learn new technology and systems that would benefit my IT skills, and to become an integral part of an IT/networking production team

### Experience

2007–Present      EA/Mythic Entertainment      Fairfax, VA

#### Game Designer

- Warhammer Online: Age of Reckoning
- User Interface scripting
- Implement designs for quests and encounters for players in the game world using multiple editing programs
- Mentor new staff members and write documents on best practices for designers
- Championed the establishment of a relationship between the studio and the local IGDA chapter, opening up our studio and resources to the local game dev. community
- Voice Over work: Sure, most of it is placeholder, but I've spent hours contributing to creature and character sounds for WAR

2005–2006      Rockbridge Associates, Inc.      Great Falls, VA

#### Technology Assistant

- Priced, implemented, administrated brand new network infrastructure
- Sole IT staff member for company of ~15 employees
- Programmed online surveys for clients using techniques and scripting that were previously unknown, thus requiring problem solving under pressure
- Chose which new technology to use for survey programming, putting RAI on the cutting edge in their industry
- Researched and taught staff how/what to use for secure use of client data

2004–2005      Bethesda Gameworks      Rockville, MD

#### Associate Producer

- Scheduled all tasks for both Design and World Art staff
- Attended scheduling meetings, taking meeting minutes and updating bug/task status accordingly
- Performed 1000's of changes to game assets for game-play balance throughout development
- Onsite producer for recording of star voice talent
- Estimate, plan, and propose work for 3rd party development of game assets
- Created and documented efficient way to track changes to game text/dialogue for over half a million words
- Worked with QA to more efficiently test the game

2004–2004      Concert Technologies      Dulles, VA

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## Project Facilitator

- Schedule between 10 to 20 data-com installation projects with site contacts and contractors everyday
- Talk with 50+ contractors/contacts a day to bid installation jobs
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- Enter project related notes (i.e. phone conversations, names, dates, etc.) into a project database (custom built COPS database)
- Update scheduling and project management team throughout the day concerning scheduling milestones for 100's of Concert customers

2001-2004

Northrop Grumman

Chantilly, VA

### Data Clerk/ IT Tech

- Used Active Directory to populate a newly developed WAN network
- Excellent customer service response to both software and hardware trouble-shooting
- Basic printer maintenance
- Performed daily data replication on Unix/Sun systems
- Participated in Java programming course
- Maintaining database in MS Access for all IT department purchases
- Maintaining database of Hardware and S/W Licenses
- Helped on projects to add/delete PC hardware to the network
- Shipping and Receiving duties
- Clerical duties (filing, reconciliation of Credit Card statements, etc.)

## Education

2003

Northern Virginia C.C. (NoVa)

Sterling, VA

- A.S., Computer Science.

2002

NGIT Training Courses

Reston, VA

- Completed "Beginning Java Objects"

1996-2004

Personal Development

Home

- Writing C++ code in my own spare time for a game demo (and other practice code)
- 1999 Nortel PC Based Training Home
- Nortel Certified: CBT200 Options 11 through 81c familiarization