

JAMES MORGAN III
9066 Arndale Circle
Tampa, FL 33615 USA
(229) 291 – 8585

Email: jamesmorganiii@gmail.com
LinkedIn: <http://www.linkedin.com/in/the3rdm>
Website: <http://www.the3rdm.com>

Work Experience:

GORILLA SYSTEMS CORPORATION | Tampa, Florida
Associate Producer (November 2008 – Present)

Producer for:

- The Clique: Diss and Make Up – Warner Brothers for Nintendo DS – 2009;
 - Unannounced Internal IP Game – Ubisoft for Nintendo Wii and DS – 2010;
 - Unannounced Sports/Athletic Game – THQ for Nintendo Wii – 2010;
 - Unannounced Music Party Game – Paramount Studios for Nintendo Wii, DS, Xbox360, PS3, iPhone, and PC – 2010;
 - Unannounced Adventure Game – Zoo Games for Nintendo Wii, DS, Xbox360, iPhone, and PC – 2010.
- Responsible for overseeing daily operations of multiple titles, prototypes, and pitches.
 - Responsible for managing teams of programmers, artists, and designers over multiple projects and in multiple geographical locations.
 - Responsible for establishing and implementing studio-wide development procedures to manage multiple development projects for Nintendo Wii, DS, iPhone, and PC.
 - Responsible for creating and maintaining numerous project plans from pre-production to archiving.
 - Responsible for direct communication and planning between Administration and Development teams.
 - Responsible for creation and fulfillment of scope, milestone schedules, and deadlines.
 - Responsible for organization and implementation of 3rd party localization for overseas products.
 - Responsible for constant and affective communication with various publishers in multiple geographic locations.
 - Responsible for motivating teams to reach their full potential, even during time crucial deadlines.
 - Responsible maintaining an excellent eye for quality, troubleshooting scheduling efforts, and obtaining resource solutions.
 - Responsible for overseeing full product development life cycle and validation of main deliverables (FPP, E3 Demo, Alpha, Beta, GMC).

BLUEORB, INCORPORATAED | Orlando, Florida

Lead Content Developer | Quality Assurance Manager (December 2007 – March 2008)

Lead Content Developer/Designer for:

- SwitchBlade – PC – 2007;
 - Unannounced Software Project – PC – 2007.
- Responsible for researching and presenting upcoming and current software titles for future implementations.
 - Responsible for working with integration software to create profile Blades for upcoming and previously released games.

- Responsible for research and planning of new peripheral implementation into SwitchBlade software.
- Responsible for research, planning, and design of new of a new software project utilizing SwitchBlade's basic architectures.
- Responsible for design and implementation of multiple first-person shooter, third-person action, and MMO games into software.
- Responsible for direct communication with development studios to negotiate obtaining pre-released versions for immediate release integration.

Quality Assurance Manager for:

- SwitchBlade – PC – 2007.
- Responsible for multiple daily testing of software builds and documenting issues for future development iterations.
- Responsible for creation and implementation of documentation and test cases to be used company-wide for the testing of software.
- Responsible for creation and delivery of build and release notes presented to production team, marketing team, and publishers.
- Responsible for direct communication between multiple publishers and product hosts to ensure proper delivery of multiple software versions for varying deadlines.

Other Experience:

ORLANDO GAME DEVELOPERS | Orlando, Florida

Founder and President (April 2006 – June 2008)

- Assimilation Nation – PC (C#) – Personal Project – 2008;
- Tiled Battle System – PC (C++) – Personal Project – 2008;
- Marvel Domination – PC (Unreal Engine 2) – Personal Project – 2007.
- Founder and President of the Orlando Game Developers group at DeVry University in Orlando, Fl. After 3 years, it continues, to be the largest student organization on campus.
- Acted as producer and programmer on club projects.
- Organized and lead weekly meetings to discuss current trends in the gaming industry, game design, programming, development software, conferences, and community involvement.
- Responsible for designing and completing numerous financial proposals for grants that allowed students to travel to conferences including GDX, DGXpo, SIEGE, SIGGRAPH, and GDC over multiple years.
- Responsible for direct communication with industry veterans to organize guest speakers, studio tours, and conference calls for students.
- Responsible for organizing fundraising and volunteer opportunities within the community.
- Responsible for organizing team building events for new and existing members both on campus and off.

Education:

Bachelor of Science, Game and Simulation Programming
DeVry University

October 2008
Orlando, Florida

Associates of Science, Business Administration
Darton College

December 2002
Albany, Georgia