

# Louis Klarfeld

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## EDUCATION

### **Bachelor of Science Degree in Game Production Management, May 2020**

Champlain College, Burlington, VT

Dean's List Fall Semester 2018 & Spring 2020

## PROFESSIONAL STRENGTHS

Intermediate knowledge with Scrum/Agile development, development teams, project development, project management, timeline management facilitating meetings, documenting meetings, defining a target market, defining a genre, and resolving conflicts within teams.

Certified in Scrum Master by Clint Keith as of October 2017 – Current.

## PROFESSIONAL EXPERIENCE

Rad Magpie, Burlington, VT

**Production Intern**, January 2020 – November 2020

- Collaborated with team members overseeing production of a mobile application
- Managed the timeline of the project and the project itself
- Flexed into needed roles: Design Documenter, Market Consultant
- QA Coordinator and Liaison

### **Game Project**

**Hollow Reef**, Capstone 1<sup>st</sup> Semester, Champlain College

Producer and project manager, Fall Semester (8/28/19 – 12/6/19)

- Collaborated with multiple disciplines
- Flexed into other roles as needed: Program, Design, and some placeholder art
- Did in depth market analysis for the Genre, Player Base, and Culture
- Worked as scrum master
- Handled the team's QA

### **Capstone Released Game**

**Cash Force**, Capstone 2<sup>nd</sup> Semester, Champlain College

Associate Producer and QA Liaison, Spring Semester (1/17/2020 – 4/29/2020)

- Collaborated with multiple disciplines
- Organized and created posts for multiple Social Medias
- Worked in conjunction with another Scrum Master
- Did in depth market analysis for the Genre, Player Base, and Culture
- QA Liason

## TOOLS & PROFICIENCIES

Unity, Adobe Photoshop, Adobe Illustrator, Office Tools, Foundational knowledge of C++, C#, Adobe Premiere Pro