


CHRISTOPHER MELTON

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<https://www.chrismeltonproducer.com> 

PRODUCER – 5 Years Experience

SKILLS

- Project Management (JIRA, Trello, etc.)
 - Agile, Scrum, Kanban, Waterfall
 - Team Building
 - Emotional Intelligence
 - Conflict Resolution
 - Event Management
 - Level Design
 - Systems Design
 - Adobe XD / Figma
 - Unity
 - Unreal
 - UX Design & Testing
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PROFESSIONAL EXPERIENCE

GAME ART PRODUCER | VERSUS SYSTEMS – REMOTE

MAY 2021 – NOV 2022

- Oversaw the creation and management of art, UX, and UI designs, ensuring all assets aligned with project goals and high creative standards.
- Approved all art assets and designs, maintaining a cohesive visual style across all projects.
- Managed the development of software features, collaborating closely with cross-functional teams to deliver innovative solutions.
- Responsible for receiving and tracking art requests from multiple teams, facilitating timely and efficient project execution.
- Engaged with clients and product stakeholders to translate ambiguous ideas into clear and actionable project plans.
- Utilized Jira and Excel for comprehensive project tracking, effectively managing features, tasks, and team schedules to ensure on-time delivery.

ART PRODUCER | XCITE INTERACTIVE – REMOTE

AUGUST 2019 – MAY 2021

- Lead multiple projects at all stages of development and remove scope, schedule, and cost obstacles to keep development on schedule.

SENIOR PRODUCER | ORBIS LEADERSHIP AND MANAGEMENT – WINTER PARK, FL

JULY 2019 – MARCH 2019

- Acted as intermediary between executive producer and production team, which involved delegating directives and tasks, organizing projects and their status updates, and collating producers' ideas and concerns.
- Collaborated with team leads to develop new initiatives, improve existing internal processes, and find creative solutions to development problems.

- Hired, supervised, and organized new producers as well as any developers who applied for the Federal Work Study Program.
- Organized and Led multiple Student Game Expo live events and created a Twitch stream which enhanced the event branding and public participation.

TEAM LEAD / LEVEL DESIGNER | FULL SAIL UNDERGRAD CAPSTONE PROJECT – WINTER PARK, FL

APRIL 2017 – AUGUST 2017

Project: *Descent into Shadowvale*

- Managed a 5-person team to design and develop a game project in Unity.

LEAD ACCOUNT SALES REPRESENTATIVE | MARKETSOURCE INC. – SACRAMENTO, CA

DECEMBER 2007 – DECEMBER 2016

- Built and maintained relationships with HP account client and retail manager partners.
- Facilitated training events for local retail partners to improve product and brand awareness.

PUBLISHED GAME TITLES

GAME ART PRODUCER | VERSUS SYSTEMS – REMOTE

XEO PLATFORM

<https://vimeo.com/439327661>

PHOTO KIOSK

<https://vimeo.com/401680883>

LIVE EVENT GAMES

<https://vimeo.com/xciteinteractive>

SOCIAL MEDIA WALL

<https://vimeo.com/344133851>

FILTER FAN CAM

<https://vimeo.com/380067196>

FLASHPOINT

<https://vimeo.com/325222539>

LEAD PRODUCER | INCENDIARY ENTERTAINMENT – WINTER PARK, FL

The Cup: Thirst for Immortality

Released on Steam February 1, 2019

https://store.steampowered.com/app/947530/The_Cup/

EDUCATION

MASTER OF SCIENCE IN GAME DESIGN PRODUCTION | FULL SAIL UNIVERSITY – WINTER PARK, FL

Honors: Valedictorian and Perfect Attendance

BACHELOR OF SCIENCE IN GAME DESIGN | FULL SAIL UNIVERSITY – WINTER PARK, FL

MAJOR IN PHYSICS | SIERRA COLLEGE – ROCKLIN, CA

MAJOR IN 3D MODELING AND ANIMATION | ACADEMY OF ART UNIVERSITY – SAN FRANCISCO, CA

AWARDS

VALEDICTORIAN | FULL SAIL UNIVERSITY – WINTER PARK, FL

MARCH 2019

PERFECT ATTENDANCE | FULL SAIL UNIVERSITY – WINTER PARK, FL

MARCH 2019

PROFESSIONAL ACTIVITIES

STUDENT GAME EXPO | CAMPUS CARDS AND GAMES – WINTER PARK, FL

FINAL PROJECT SHOWCASE | FULL SAIL UNIVERSITY – WINTER PARK, FL