

Brian Riggsbee

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Portfolio: <http://www.dangerforce.com>

EXPERIENCE

10/2008 – current Page 44 Studios San Francisco, CA

Game Designer

Disney Channel All-Star Party for the Wii

- Design documentation for meta-game, flow, controls, gameplay, scoring, audio, more
- Mini-game design, tuning, coordination, and iteration
- HUDs and animations created in Flash

EA's *Madden NFL 10* for the iPhone

- Design support and gameplay tuning

Disney's *Hannah Montana: Rock Out the Show* for the PSP

- Design documentation for gameplay, various work flows, and the GDD
- Level creation using Maya and a proprietary tool
- Assembly of character meshes, textures & configurations in a create-a-player database
- Unlockable system & condition design, SFX design, & foreign voice-over mixing

3/2008 – 10/2008 Page 44 Studios San Francisco, CA

Associate Producer

Disney's *High School Musical 3: Senior Year Dance!* for Wii, Xbox 360, PS2, & PC

- Deployments and builds for all platforms including test burns and Disney uploads
- Task tracking, focus group planning, and schedule coordination
- Maintenance and data entry in the create-a-player database
- Test plan development for daily smoke tests, performance, and feature testing
- Build-notes and milestone reports for weekly publisher reviews

6/2005 – 2/2008 Perpetual Entertainment San Francisco, CA

Quality Assurance Test Lead

Test lead for the MMORPGs *Gods & Heroes: Rome Rising* & *Star Trek Online*

- Overseeing 18 testers & interviewing new hires
- Test plan creation, regression testing, nightly & milestone reports, and training
- In charge of gathering, processing, and reviewing feedback & external bugs
- Demonstrated *Gods & Heroes* at E3 2006 & Hero Camp 2007 (press event)
- Conducted research and submitted reviews on multiple casual free-to-play games

6/2003 – 1/2005 TKO Software, Inc Santa Cruz, CA

Quality Assurance Test Lead & Customer Support Lead

Multiplayer lead for *Medal of Honor: Pacific Assault* (EA)

- Test plan creation, scheduling, daily bug reports, and team management

CS & GM lead for *Ashen Empires*, an MMORPG

- Wrote CS policies & scripted responses and led billing system testing & game testing
- Managed and created theatrical GM events, designed the *AE* website, and developed test plans for multiple patches

Game Tester

Medal of Honor: Allied Assault Breakthrough (EA) and various cellular phone titles including *Gauntlet*, *Break Boogie Down*, *Tenchu: Wrath of Heaven*, and *Knuckle Up!*

EDUCATION

Bachelor of Arts Degree in Film & Digital Media & completion of the Production Concentration at University of California Santa Cruz

SKILLS

Programs: MS Office, Adobe CS4, Final Cut Pro, Vegas, Perforce, Alienbrain, Project, Camtasia, Flash, Maya, Unreal Editor, & Hammer World Editor (Source engine)

Production & Bug Trackers: DevTrack, Team Track, Jira, Bugzilla, Mantis, & XPlanner

Other: HTML & wiki knowledge, excellent written & oral communication, highly organized, great at multi-tasking, & experience managing and building a team