

Brian Riggsbee

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

EXPERIENCE

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

Game Designer

- Design documentation for gameplay, various work flows, and the GDD.
- Level creation using Maya and a proprietary tool.
- Maintenance and data entry in the create-a-player database.

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.
- Maintenance and data entry in the create-a-player database.
- Deployments and builds for all platforms including test burns and Disney uploads.
- Task tracking, focus group planning, and schedule coordination.
- Test plan development for daily smoke tests, performance, and feature testing.
- Buildnotes for weekly discs and milestone reports.
- Task and bug tracking research which evolved into becoming a Jira administrator.

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*.
- Test plan creation, regression testing, & interviewing new hires.
- Constructed daily test focus emails, leading a team of 18 testers, sending out nightly and milestone reports, training, and overseeing the bug database.
- Created multiple new procedures, including a QA hand-off & DevTest process.
- In charge of gathering, processing, and reviewing feedback & external bugs.
- Responsible for updating test development & top issues on the QA website daily.
- 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).
- Created test plans, organized schedule, produced daily bug reports, and tested online functionality while managing a team of testers.
- QA and CS lead for *Ashen Empires*, an MMORPG, which included customer support, billing system testing, game testing, and GM management.
- Wrote CS policies and scripted responses, 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 (Word, Excel, Outlook, PowerPoint, etc.), Adobe CS3 (Premiere, Photoshop, Dreamweaver, After Effects, Encore, etc.), Final Cut Pro, Alienbrain, Perforce, Project, Maya, Unreal Editor, & Hammer World Editor (Source engine)

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

Platforms: Windows 98/2000/XP/Vista, Mac OS X

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