

# Brian Riggsbee

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

**Highly Adaptable Leader** offering a combination of game and web production experience with a record of success taking projects full cycle. Background includes contributing to multiple shipped titles spanning mobile, console, and PC. Blend creativity, strategic thinking, and agile approach to deliver on overall vision and provide solutions for complex problems. Apply keen focus on quality, timeliness, and cost efficiency, consistently completing projects on time and under budget. Thrive in fast-paced, cross-functional environments with strong ability to bridge efforts among diverse groups and build, lead, and inspire teams.

## Key Strengths

Product Management » Project Management » Program Management » Production  
Budget Management » Game Design » Process Optimization & Development  
Team Building » Cost Savings » Design & Concept Pitches » Video Editing  
Test Planning & Quality Assurance » Scheduling » Agile » Scrum >> Kanban

## EXPERIENCE

04/2016 – current                      Slack                      San Francisco, CA

### Program Manager, Enterprise

- Making your working life simpler, more pleasant and more productive

07/2015 – 03/2016                      Apple                      Cupertino, CA

### Program Manager

- Built a gamification based rewards system for the Apple Support Community to boost participation, highlight product specialty, and enhance the user experience
- Executed end-to-end processes and developed short and long-term campaigns as a product owner in an agile based environment
- Collaborated with global partners, engineers, UX, copy, marketing, and legal
- Wrote clear project specifications detailing product design to engineers
- Negotiated timelines, juggled priorities, and resolved conflicts to ensure timely project completion

04/2015 – 07/2015                      Gap Inc.                      San Francisco, CA

### Digital Asset Manager

- Developed a custom DAM tool in collaboration with a vendor
- Restructured workflows and processes for the marketing photography pipeline

02/2011 – 04/2015                      Gap Inc.                      San Francisco, CA

### Producer

- Constructed a pipeline for seasonal site pushes, overseeing alignment meetings, product review, marketing photography, post-production, briefing, A/B testing, and QA
- Developed a system to get product photographed and live 30 days faster than the previous process and created the pipeline for all on-figure photography
- Managed a \$1.2M annual product photography budget, coordinating 280 on-figure style shots per week for apparel and 3,250 shots per week for non-apparel
- Created and managed all product photography schedules, executed reports, coordinated style guides, and trained business partners

10/2011 – 05/2012                      Action Mobile Games                      San Francisco, CA

### Level Designer

2013: *Infected Wars* for the iPhone & iPad

- Designed difficulty progression, achievements, and enemy triggers
- Scripted enemy encounters via Kismet in the Unreal Editor

10/2008 – 01/2011

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San Francisco, CA

### **Game Designer**

*Disney Channel All-Star Party* for the Wii

- Wrote design for meta-game, mini-games, flow, controls, scoring, and audio
- Directed a group of engineers, animators, and artists
- Created HUDs and animations in Flash

EA's *Madden NFL 10* for the iPhone

- Gameplay tuning

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

- Created documentation for gameplay and various work flows, wrote unlock system, SFX, edited foreign voice-overs, designed levels, and assembled characters

03/2008 – 10/2008

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San Francisco, CA

### **Associate Producer**

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

- Organized developer schedules, tracked tasks, ran daily deployments, developed test plans, coordinated focus groups, and generated weekly milestone reports
- Configured textures, meshes, and outfits in a create-a-player database
- Administered the installation, customization, and training for JIRA

06/2005 – 02/2008

Perpetual Entertainment

San Francisco, CA

### **Quality Assurance Test Lead**

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

- Trained and directed a team of 18 testers, created test plans, generated nightly & milestone reports, and demonstrated at E3 and press events

06/2003 – 01/2005

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, schedules, daily bug reports, and managed a team of testers

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

- Developed customer support policies and led billing system testing & game testing
- Produced and ran live gaming events and designed the *Ashen Empires* website

## **EDUCATION**

Bachelor of Arts in Film & Digital Media at University of California Santa Cruz

## **CERTIFICATION**

Certified Scrum Master (CSM)

## **SKILLS**

**SOFTWARE:** MS Office, Adobe CS, Keynote, Final Cut Pro, Perforce, Lucidchart, Hammer World Editor, Unreal Editor, Capture One, Flash, HTML

**TRACKING:** JIRA, Salesforce, DevTrack, Team Track, Asana, Bugzilla, Basecamp, Mantis

## **ADDITIONAL PROJECTS**

- *Tour of Terror* for *Left-4-Dead 2*, a 5 level campaign, with over 1 million downloads
- *Cefalu* for *Counter-Strike: GO* and *Siena*, *Cefalu*, & *RE* for *Counter-Strike: Source*
- *The Dead Outnumber the Living*, a web-based choose-your-own-adventure, with over 1000 passages, dynamic content, and original illustrations.