STEPHANIE FAWAZ

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WORK EXPERIENCE .

Heavy Iron Studios, Associate Producer – Manhattan Beach, CA   **Fall 2016 – current**

- *The Grand Tour Game, Xbox One and PS4*   *January 2018 – current*
    - Shipped video game tie in to Amazon Prime Video series The Grand Tour, with single player interactive driving segments per television episode and local split screen racing
    - Produced programming team working in Lumberyard to provide Xbox One game support, localization infrastructure support, and video playback API
    - Drove and maintained scheduling for game mode and menu UI per each episode release
    - Sustained regular communication with directors, strike team leads, and producers at Amazon Game Studio and other external contractor studios in Europe
    - Created and triaged bugs and tasks in JIRA for milestone deliverables and deadlines
    - Prepared and hosted on-site visits on feature discussions and build reviews

- *Ocean Casino®, iOS and Android*   *November 2016 – current*
    - Shipped multiple casino mini-games, as well as live Bingo program to be operated aboard Princess cruise ships for Carnival Corporation
    - Created full development schedules for art and programming for multi-game, year-long project, wrote multi-milestone lists for our development team, and delivered corresponding statements of work to clients
    - Wrote up tasks into tracking software for team members to implement for milestone deliverables
    - Sustained periodic and frequent communication with clients and other contractors
    - Performed and delegated QA on all builds and designated bugs and tasks to corresponding team members
    - Compiled, documented, and delivered monthly milestone deliverables
    - Travelled for monthly in-person product demos and meetings with clients and stakeholders
    - Wrote up documentation for on-ship personnel to schedule and run Bingo games

- *Jedi Academy demo, mobile AR*   *October 2016 – November 2016*
    - Managed task tracking and shipping of mobile AR Star Wars themed demo game to client

Entertainment Technology Center, Building Virtual Worlds Head TA – Pittsburgh, PA   **Fall 2015**

- Organized work among 13 TAs of varying specialties to run workshops on software, platforms, and team organization as well as assist students with questions or requests for world creation
- Set up weekly presentations for students to test and run virtual worlds on rigs with full multi-platform support
- Collected and distributed online peer-to-peer feedback among students
- Coordinated all student-involved processes contributing and leading up to festival showcase with ~500 attendants

Heavy Iron Studios, Production Intern – Culver City, CA   **Summer 2015**

- Performed quality assurance over control functionality and strings in the Disney Infinity 3.0 mobile app
- Led organization of art asset reduction through asset tracking burndown chart with programmable inputs
- Communicated with production staff at Disney about upsell contents and description
- Took and distributed notes for UI and asset reduction daily huddles

SKILLS .

Languages and Programs: Microsoft Office, C#, Unity3D, Python, Adobe Premiere, Maya, C++
Platforms and Frameworks: JIRA, YouTrack, Perforce, SourceTree, Git, Subversion

EDUCATION .

Carnegie Mellon University, Entertainment Technology Center, Pittsburgh, PA
  Master of Entertainment Technology, completed May 2016
  Winner of the 2016 Randy Pausch Award, given in recognition for epitomizing interdisciplinary leadership

Harvey Mudd College, Claremont, CA
  Bachelor of Science in Engineering, completed May 2014

VIRTUAL REALITY PROJECTS .

Phantasm: Legendary Entertainment Project, Producer and Writer   *Spring 2016*
- Led team of six to create interactive virtual reality narrative-based experience inspired by intellectual property provided by movie studio Legendary Entertainment
- Established and supervised client communication, project management, scheduling, and experience refinement
- Organized daily scrum meetings, sprint planning and retrospectives, and other Agile management tools
- Designed primary interactions, character background, experience tone, and story beats suited for virtual reality

Injustice: An Interactive VR Experience, Writer   *Fall 2015*
- Worked in team of seven to create an interactive 360° live-action virtual reality experience about racially motivated police brutality in America, using gaze and voice recognition as interactive input
- Researched and conducted interviews on racial inequality and violence directed towards African Americans
- Wrote and revised script with branching story structure, including built in interaction points
- Directed actors on set during live shooting sessions in 360° video

INTERACTIVE MEDIA PROJECTS .

Inksmith, Producer and Designer   *Fall 2015*
- Led team of six to prototype three non-traditional methods of story navigation in interactive children's storybook mobile applications
- Oversaw project management, scheduling, product task refinement, and client communication
- Designed touchscreen scene interactions and overall prototype layouts through hand-drawn storyboards
- Created and documented new taxonomy of interactive story navigation structure, delivered to client

Decisions that Matter: Patronus, Co-Producer and Writer   *Spring 2015*
- Led team of six to create award-winning experience that encourages bystanders to intervene in incidents of sexual assault on college campuses
- Supervised scheduling, project management, and contact with various consultants and contributors
- Organized daily scrum meetings, sprint planning and retrospectives, and other Agile management tools
- Created character profiles, scripts, and storyboards for story of graphic novel
- Interviewed with LA Times, Pittsburgh Post-Gazette, and other news outlets about project intention and design

Building Virtual Worlds, Producer and Gameplay Programmer   *Fall 2014*
- Created complete rapid prototyped game experiences in teams of five, with a new team each two-week cycle
- Coordinated team progress and scheduling, the pipeline from design to programmatic execution, and communications and feedback from instructors and teaching assistants
- Used Unity design tools and C# scripting to program games on platforms such as Kinect, Oculus Rift, and topdown projection for PSMove

PERSONAL PROJECTS .

Sequence Spectrum, Programmer   *September 2016*
- Worked in team of two to create a mobile logic-based sequence game in Unity2D
- Coded game logic for button presses and progressing to new sequences as well as integrating Unity Ads in game
- Created sequences and hooked up UI functionality

Star Shot, Programmer   *August 2016*
- Worked in team of two to create an infinite scroller mobile game in Unity2D to shoot a star into space using cannons in the sky
- Coded movement for various cannon types and camera transitions during cannon fire
- Set up UI and hooked up functionality for score and mute functions

EXTRA INTERESTS & ACTIVITES .

Reading and writing fiction, video and tabletop gaming, solving jigsaw puzzles and Rubik's cubes