Alexander Hogan

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SUMMARY

- 7+ years of Project Management Experience, 3+ Years of Game Development Experience
- Methodologies include Waterfall, Agile, Scrum, Kanban, and many proprietary methodologies
- Tools include Microsoft Office Suite, Monday, Trello, Jira, JetBrains YouTrack, and Workfront
- Technologies include AR/VR, Gamification, App Development, Touchscreens, and RFID
- Clients include Disney, Nikon, Zillow, American Airlines, TikTok, Rooster Teeth, and Dreamworks
- Skills include Communication, Adaptability, Quick Learning, Rapport Building, and Tech Literacy

EXPERIENCE

Digital Producer Lead
Skyline Exhibits   October 2023 // Present

Lead the on-site exhibits at expos and trade shows for Skyline and their clients. Oversee scope and manage timeline for digital exhibit development. Created spreadsheets to speed-up the process of project management for digital exhibits and their scope. Created documentation for digital exhibits that act as tutorials and troubleshooting materials for Skyline and clients of Skyline. Successfully networked a rapport with Skyline coworkers and Partner employees, and created a pricing spreadsheet for company use.

Associate Producer
Fast Effect   July 2022 // July 2023

Oversaw as many as 3 unity-based projects simultaneously. Owned 12 projects and developed them from inception to ending. Adapted to changing goals from the client. Created VR, AR, and Interactive Marketing software and hardware for Live Events in C#. Created simplified Documentation for clients so they knew how to operate complex software, as well as how to troubleshoot it. Championed 12 projects in 12 months, all successfully completed.

Lead Game Designer
WayForward Technologies   July 2019 // March 2022

Efficiently built, iterated, tested, and gained feedback for level designs. Kept track of all feature work in YouTrack for the Design Team and other cross-discipline teams. Communicated with leadership to translate tasks for the producers. Organized in Excel and Gantt charts for scheduling and finishing milestones. Self-started combat design for RWBY: Arrowfell and designed enemy, boss, and player character combat movesets in Unity.

EDUCATION

Michigan State University
College of Communication Arts and Sciences   Graduated Bachelor of Science