

# Laura Bacon

Game Producer/  
Programmer

(248) 390 – 0237

18666 Redmond Way Apt. RR1139 Redmond, WA 98052

www.laura-bacon.com

lauracbacon@gmail.com

## EDUCATION

**Bachelor of Science in Real-Time Interactive Simulation (Computer Science)**  
DigiPen Institute of Technology, 2010

## SKILLS

Programming:	C/C++, C#, DirectX, OpenGL, XML, HTML, CSS
Software:	Adobe Photoshop, Illustrator, Premiere, After Effects, 3D Studio Max, MS Office (Word, Excel, PowerPoint, Project, Visio), Visual Studio, GanttProject, Subversion Control, Fruity Loops, Doxygen
Documentation:	Game Design Documents, Technical Design Documents, Sprint Backlogs, Project Timelines
Other:	2010 IGDA GDC Scholarship Recipient Great communication skills / Basic Japanese reading & writing skills Experience with group mediation and leadership Worked with Agile development methods

## WORK EXPERIENCE

**Google: Visual Data Specialist, [ Kirkland, WA ]** **June 2010 - Present**

- Technically analyzed and created multiple different layers of geometry using proprietary toolset.
- Assessed and verified validity of data through client interaction.
- Constant new training and task work, while assuming multiple roles.

**DigiPen Institute of Technology: IT Helpdesk, [ Redmond, WA ]** **November 2006 - June 2010**

- Lead projects for support of school's workstations and various troubleshooting tasks for staff and faculty.
- Extensive knowledge of operating systems, networking, and computer software/hardware gained through everyday hands-on experience.
- Gained experience in leadership, team association, and the ability to adapt to new situations with stress management and multitasking.

## PROJECTS

<b>Apsis [ Windows PC ]</b> Producer – Team of 4	<b>September 2009 - May 2010</b>	<b>Protogami [ Windows PC ]</b> Head Producer – Team of 6	<b>September 2008 – April 2009</b>
---	----------------------------------	--	------------------------------------

- Developed co-operative network framework in Winsock along with sound in FMOD and menu engine.
- Created detailed phase planning document, wrote weekly status reports, lead tri-weekly scrum meetings.
- Maintained constant communication between Artists/Programmers on team and with instructors.

- Organized and lead team and class Producer meetings to make sure teams were on track and aware of current tasks.
- Produced detailed project planning timeline, status reports and co-wrote game design document used as class example.
- Programmed menu system in CEGUI, debug console and HUD.

<b>Chew Chew Zombie (PC)</b> Product Manager / Producer – Team of 4	<b>September 2007 – April 2008</b>	<b>Journeyman Chronicles (PC)</b> Producer – Team of 6	<b>September 2006 – April 2007</b>
--	------------------------------------	---	------------------------------------

- Used FMOD in creating sound engine, programmed menus and did gameplay programming/art where needed.
- Helped lead focus testing and debugging.
- Worked on presentations, team schedule and conduct weekly meetings.

- Designed and developed framework for this text-based adventure – programmed gameplay in C/C++.
- Wrote and edited game design document, technical design document and project planning timeline.
- Implemented quality control procedures, conducted extensive testing.

**Other Projects:** **May 2009 – Present**

- Implemented 2D Bezier splines and curves renderer in C#.
- Created Texas Hold 'em AI bot using C# for interface and C++ implementation.

www.laura-bacon.com

lauracbacon@gmail.com