Mackenzie Wright

Production Coordinator/Producer

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Related Experience

The Art Institute of Portland, Portland, OR (Spring - Winter 2014)
Producer & Promoter - "Super Thrust Busters", 3D Game in Unity 4
- Developed asset pipeline utilizing Dropbox.
- Facilitated communication between all teams through Facebook, email, and phone.
- Worked with team leads to assign assets through Google Drive and Trello.
- Coordinated resources to meet production deadlines using Trello.
- Kept track of all production documentation on Google Drive.
- Promoted game on social media using Facebook and Twitter.

The Art Institute of Portland, Portland, OR (Fall 2012)
Producer - "Neuschwantstein Castle", 3D Game Prototype in UDK
- Delegated asset needs, production schedules and deadlines to the production team.
- Created schedules in Microsoft Office to be posted on Basecamp.
- Managed assets on Dropbox and Basecamp.
- Utilized Basecamp to keep track of deadlines and progress.
- Provided Q&A and feedback during review cycles.

The Art Institute of Portland, Portland, OR (Spring 2012)
Lead Technical Artist - "Decompression", 2D Game in custom engine
- Acted as the communication liaison between coding and art teams.
- Translated concept art for all characters and environments into normal and depth maps using Photoshop, for use in the custom coded game engine.
- Utilized Basecamp and Dropbox for file management.

Professional Experience

Evergreen High School Drama Boosters, Vancouver, WA (October 2014 - Current)
Social Media Coordinator
- Promoting student and community interaction with the department through Facebook, Twitter, and Instagram.
- Updating departmental branding and marketing through a complete website re-design using WordPress.
- Keeping the community informed and interested in the department by updating all online portals with increased frequency.

Timberline Physical Therapy (June 2011 - January 2014)
Clinic Assistant
- Maintained an inviting and friendly environment in the front office by checking patients in and addressing their concerns quickly.
- Helped therapists by efficiently keeping patient files updated.
- Cared for and helped patients in their therapy through ultrasound, e-stim, and exercise routines.

Software
- Maya
- 3DS Max
- Unity
- UDK
- Unreal Engine 4
- HTML, JavaScript
- Wordpress
- C#, JavaScript
- Photoshop
- Trello, Basecamp

Education

The Art Institute of Portland 2015
Bachelor of Science: Game Art & Design

Key Skills
- Conversational American Sign Language
- Team Management