

Cameron Coker

Producer | CameronCokerMail@gmail.com | 940.210.9091



OBJECTIVE

Experienced Producer with a background in film, animation, video games, and education ready to leverage great communication and organizational skills to help creative and technical teams reach their full potential and produce amazing artistic and technical projects.

EDUCATION

Texas A&M University
College of Architecture
College Station, TX

MFA Visualization, Dec. 2016

BS Visualization, May 2012

CERTIFICATIONS



SOFTWARE



PERFORCE



SKILLS

- AGILE
- Team Mgmt.
- Problem Solving
- Organization
- Customer Service
- Documentation Skills
- Quality Assurance
- Remote Resource Mgmt.
- Videography
- Graphic Design

HOBBIES

- Film & Animation
- Video Games
- Graphics
- D&D
- Virtual Reality
- Creative Writing
- Gardening
- Cooking
- Comics
- Percussion

EXPERIENCE

Booz | Allen | Hamilton, IMAG Team - *Games Producer* | Oct. 2018 - Present

Instructional Multimedia and Gaming team which delivers interactive DoD training solutions

- Collaborated with designers, artists, engineers, instructional designers, and QA to deliver PC, Android, iOS, WebGL, Video and HTC Vive projects developed in parallel
- Responsible for successful production of all studio projects and working with leadership and other producers using AGILE methodology paired with DoD and Booz Allen processes
- Established and managed team capacity, project timelines, backlogs, and scopes to successfully deliver over thirty different products to clients
- Improved, customized, disseminated, and helped champion new studio-wide Jira processes

Triseum, LLC - *Producer* | Sept. 2015 - Oct. 2018

Video game studio dedicated to creating high quality learning games for college students

- Credited on four titles, ARTé: Mecenas, Variant: Limits, ARTé: Lumière, and ARTé: Hemut
- Recruited into company by CEO to manage cross functional teams comprised of traditional and academic game developers, and third-party contractors
- Managed project planning, priority mapping, gathering team estimates, budgeting, scoping, and exposing risk to take products from development to on-time and under-budget release
- Maintained product schedules and team focus during company-wide priority / personnel shifts
- Served as Manager of Sales Support & Customer Service from Oct. '17 to Feb. '18 managing service team, QA and customer support processes and training, and customer records.
- Collaborated in the creation of marketing collateral including photography, tutorial and customer testimonial videos, game manuals, and trailers

LIVE Lab - *AGILE Production Manager* | Aug. 2014 - Sept. 2015

Texas A&M research lab fostering the development of high quality educational experiences

- Recruited by director and founder to run sprints, manage reviews, and keep project deadlines for multiple simultaneous teams and game titles
- Worked to manage time lines and streamline processes for three teams of faculty and student game developers in the production of ARTé: Mecenas, Variant: Limits, and Feed the World

Student film, Project: WAKE - *Production Manager* | Dec. 2013 - May 2015

Texas A&M Student animation project directed by Kelly Kin

- Recruited by director to act as lead of layout, recruit other students, manage discipline communication, asset management, and project timeline and milestones

ACHIEVEMENTS

Variant: Limits

2016 | Official Selection, SXSW Gaming Awards

2017 | Gold Medal Winner, International Serious Play Awards

2017 | Best Mathematics Instructional Solution Finalist, CODiE Awards

2017 | Innovation Award Winner, USDLA

ARTé: Mecenas

2016 | TXMPA Impact Award

2017 | Silver Medal Winner, International Serious Play Awards

ADDITIONAL EXPERIENCE

Chillennium Game Jam - *Executive Committee Member* | Sept. 2014 - Nov. 2016

48-hour game jam event organized by students for students

- Cofounded and oversaw annual game jam growth from 40 participants to over 250
- Managed team of 50 students, faculty organizers, and event volunteers
- Oversaw in-house media team responsible for event documentation and videography
- Coordinated with sponsors, judges, mentors, and media, and provided for their needs
- Developed and formalized processes for recruiting volunteers and electing leaders

SIGGRAPH Student Volunteers | 2014, 2015, 2016, 2017, 2018

The exclusive volunteer group for the yearly ACM SIGGRAPH conference

- Supported the conference, its organizers and attendees, for the duration of the event
- Joined videography team, SCOOP, in 2015, acted as PA, Camera Assistant, and Camera Lead

Texas A&M ACM SIGGRAPH Student Chapter - *President* | May 2012 - Dec. 2014

The Texas A&M Student Chapter of ACM Siggraph, founded Feb. 2011

- Developed new and formalized existing chapter activities and processes
- Helped make Texas A&M ACM SIGGRAPH one of the most active and the most successful student chapters in the country by 2014