

BRYNN GELEMAN

C R E A T I V E P R O D U C E R

EDUCATION

MET, THEMED

ENTERTAINMENT

Carnegie Mellon University

Entertainment Technology Center

// 2016-2018

BS, COMPUTER SCIENCE

Magna Cum Laude

Washington University in

St. Louis

// 2010-2013

CONTACT

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RELEVANT COURSEWORK

Spring 2017 DESIGNER & PLAYTEST COORDINATOR – Fanfare Project

- Performed ideation and paper prototype-development
- Designed location-based game and accompanying Android app function
- Scheduled and ran weekly playtests; iterated design based upon feedback

Fall 2016 PROGRAMMER & PRODUCER – Building Virtual Worlds

- Prototyped digital experiences in one-to-two-week sprints

SUMMARY

Creative and analytical professional excited to combine innovative problem-solving skills with technical background to produce immersive themed environments and delightful interactive experiences.

WORK EXPERIENCE

2014-2016 IT CONSULTANT – Plante Moran

Assisted clients in a Project Management role by:

- Identifying areas for potential improvement of current processes
- Compiling client needs into formal solicitation documents for new software
- Analyzing vendor bids to find key differentiators, including normalizing fees to compare to client budget
- Composing proposals, contracts, statements of work, and other documents
- Tracking task completion and budget usage
- Liaising with vendors on clients' behalf

Summer 2013 PROGRAM MANAGER INTERN – Microsoft

Managed addition of new TV-related feature to SmartGlass app via:

- Concept development and collaborative ideation
- Defining feature functionality and scope in Program Management spec
- Partnerships with developers and visual designers

SKILLS

HARD SKILLS

Multi-Platform Experience Design

Interactive Design

Expository Writing

Creative Writing

Programming

Virtual Reality

SOFT SKILLS

Pre-emptive Problem Identification and Prevention

Communication with Stakeholders of Varying Technical Competencies