

Chris Patlovany

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Objective: Seeking an internship in production to gain experience making games in a studio environment

Education

Carnegie Mellon University, Entertainment Technology Center, Pittsburgh, PA Master of Entertainment Technology	Expected degree December 2014
Texas A&M University, Institute for Nautical Archaeology, College Station, TX Master of Nautical Archaeology	Withdrew Aug 1999
Texas A&M University, College Station, TX B.A. in Anthropology	Degree May 1997

Academic Projects

Producer, Designer, Six Tinkers, Pittsburgh PA **Spring 2014**

A semester long project to create an app for Children's Museum of Pittsburgh that inspires children to build real things

- Used Scrum and Agile to help encourage communication, motivate the team, and keep the project on schedule
- Maintained client contact on a daily basis, designed and conducted weekly play tests with children 2-13 years old and used playtest data to drive the design process

Producer, Designer, Espresso, Pittsburgh, PA **Fall 2013**

A semester long project to build an expressive game for the OUYA console about long term consequences

- Employed multiple production methods and communication techniques to find what was best suited for the team

Sound Design TA, National High School Game Academy, Pittsburgh, PA **Summer 2013**

A 6 week program designed to help matriculating high school seniors explore game making as a profession

- Worked closely with students, some of whom had never been in a college style environment before, to keep them comfortable, open to learning, and willing to work as a team
- Instructed students about the basics of sound design for emotional impact, including sound recording, processing, and implementation of sounds into a game engine

Field Director, Florida Coastal Nautical Archaeology Survey Project **Jan 1998 to Aug 1999**

A graduate thesis project designed to locate and catalogue known historic wrecks in the Tamp Bay Area

- Conceived, organized, staffed and secured permits and funding for a budget of \$20,000
 - Conducted interviews with local divers and performed surface, aerial and towed sensor surveys to verify existence of wrecks
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Professional Experience

Mithrilpunk Press **Jan 2011 - Current**

A company of enthusiasts publishing story-driven role playing games for different systems covered by open source licenses

- Created a new setting for a multilevel campaign set in WOTC's D&D 4th Edition; wrote, designed and game tested the first 3-level module; currently getting artwork ready for online publication

Team Lead, Service Parts, Toyota Manufacturing Plant, San Antonio, TX **Oct 2009 to Dec 2010**

- Updated the Standard Work Procedures for Service Parts, increasing the parts packed per day from 150 to 350
- Identified and implemented a cost cutting measure using recycled cardboard, saving approximately \$16,000 annually
- Worked under the Kanban system in its original environment to ensure proper process organization and inventory management

Owner, operator and contract diver, Diver For Hire Marine Salvage, St. Petersburg, FL **Aug 2001 to July 2009**

A maritime services company based in the Tampa Bay Area

- Coordinated salvage jobs with a focus on innovative problem solving, team communication and safety
 - Expanded operations into county contracts, academic contract diving work, and other commercial diving ventures
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Skills and Abilities: Agile Development, Adobe Audition, Premiere, Maya (beginner), Unity (beginner), Perforce, Hansoft

Related Coursework: Production and Leadership, Modern Folklore, Anthropological Theory, Game Design

Other interests: Writing, table-top role playing, video gaming, media consuming, scuba diving and beer brewing