

STEPHANIE FAWAZ – Producer

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EDUCATION

Carnegie Mellon University, Entertainment Technology Center, Pittsburgh, PA

Master of Entertainment Technology, expected completion May 2016

Coursework: Building Virtual Worlds, Game Design, Improv Acting, Intro to Maya, RPG Writing, Visual Story

Harvey Mudd College, Claremont, CA

Bachelor of Science in Engineering, completed May 2014

WORK EXPERIENCE

Entertainment Technology Center, Building Virtual Worlds Head TA – Pittsburgh, PA *Fall 2015*

- Organized work among 13 TAs of varying specialties to run workshops on software, platforms, and team organization as well as assist students with questions or requests for world creation
- Set up weekly presentations for students to test and run worlds on rigs with full multi-platform support
- Collected and distributed online peer-to-peer feedback among students
- Coordinated all student-involved processes contributing and leading up to festival showcase with ~500 attendees

Heavy Iron Studios, Production Intern – Culver City, CA

Summer 2015

- Performed quality assurance over control functionality and strings in the Disney Infinity 3.0 mobile app
- Led organization of art asset reduction through asset tracking burndown chart with programmable inputs
- Communicated with production staff at Disney about upsell contents and description
- Took and distributed notes for UI and asset reduction daily huddles

ACADEMIC PROJECTS

Phantasm: Legendary Entertainment Project, Producer and Writer

Spring 2016

- Led team of six to create interactive virtual reality narrative-based experience inspired by intellectual property provided by movie studio Legendary Entertainment
- Established and supervised client communication, project management, scheduling, and experience refinement
- Organized daily scrum meetings, sprint planning and retrospectives, and other Agile management tools
- Designed primary interactions, character background, experience tone, and story beats suited for virtual reality

Inksmith, Producer and Designer

Fall 2015

- Led team of six to prototype three non-traditional methods of story navigation in interactive children's storybook mobile applications
- Oversaw project management, scheduling, product task refinement, and client communication
- Designed touchscreen scene interactions and overall prototype layouts through hand-drawn storyboards
- Created and documented new taxonomy of interactive story navigation structure, delivered to client

Decisions that Matter: Patronus, Co-Producer and Writer

Spring 2015

- Led team of six to create award-winning experience that encourages bystanders to intervene in incidents of sexual assault on college campuses
- Supervised scheduling, project management, and contact with various consultants and contributors
- Organized daily scrum meetings, sprint planning and retrospectives, and other Agile management tools
- Created character profiles, scripts, and storyboards for story of graphic novel
- Interviewed with LA Times, Pittsburgh Post-Gazette, and other news outlets about project intention and design

COMPUTER SKILLS

Languages and Programs: C#, Python, Word, Excel, C++, Java, Autodesk Maya, LaTeX, MATLAB

Platforms and Frameworks: Unity3D, Perforce, Git, Android, OpenGL, Qt, Subversion

PERSONAL PROJECTS

- *Global Game Jam 2015 – Smoke and Mirrors*, Producer and programmer

January 2015