

BRYNN GELEMAN

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

EDUCATION

MASTER, ENTERTAINMENT TECHNOLOGY

Carnegie Mellon University
Entertainment Technology Center
// 2016-2018

BS, COMPUTER SCIENCE

Magna Cum Laude
Washington University in
St. Louis
// 2010-2013

CONTACT

 +1 203 803 6028

 brynn.geleman@gmail.com

 brynngeleman.wordpress.com

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

Spring 2018 EXPERIENCE DESIGN / PM INTERN – 5 Wits Productions

Aiding in design of new themed entertainment venue by:

- Determining user flow for multiple features on kiosk within venue; developing wireframes to reflect flow
- Tracking key experience design decisions made by project stakeholders, with date of decision and justification
- Brainstorming possible themes to use within the venue, as well as adventures guests may want to undertake within each theme; compiling visual references for themes

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