

# JOEL MARTIN

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## PRODUCER

### AAA Game Development

### Mobile Games

### Agile/Scrum Methodology

### Project Management

### Virtual Reality

### Jira / Hansoft

### Process Improvements

### Leadership/Teamwork

Analytical, driven and creative Producer with 10+ years of game industry experience. Lead video game development projects, servicing business needs through well-developed expertise in technical design, development and testing. Demonstrate excellence in programs JIRA, Confluence, Perforce, Microsoft Project, Unity and Unreal Development Engine. Adept at identifying requirements, specifications and documentation to meet and exceed expectations. Enthusiastic leader, directs development using agile/scrum methodologies. Utilize high-level skills in analysis to identify information, methods and decision flows. Harness exceptional communication skills when consulting with clients and management and motivating cross-discipline teams.

## PROFESSIONAL EXPERIENCE

### ROBOT ENTERTAINMENT

2014-2015

#### TECHNICAL PRODUCER – TITLE(S) SHIPPED: ORCS MUST DIE UNCHAINED! (LIVE TITLE)

- Assisted with Daily Scrum standups for server developers and server OPS teams, outlining schedules and monitoring project milestones to foster productivity and meet deadlines.
- Collaborated extensively with senior producers and team leads to identify requirements and delegate tasks to developers, utilizing expertise in JIRA.
- Communicated and collaborated with cross-functional teams including art, design, game dev and quality assurance to optimize development progress.
- Collaborated with external companies to determine schedules, and server development requirements while rotating development team members to facilitate project needs.

### NERVE SOFTWARE

2011 - 2014

#### PRODUCER – TITLE(S) SHIPPED: BURNSTAR, ALIENS: COLONIAL MARINES (DLC)

- Sourced and attracted contracts and projects from publishers and developers, applying expertise in technical production to determine requirements and providing resources and services to advance projects.
- Collaborated and communicated with team leads of art, design and code, scheduling tasks for both internal and external projects to ensure timely delivery.
- Planned and oversaw development and delivery of Burnstar, an original IP, released on iPhone and Steam, identifying and rectifying technical issues and providing support throughout all phases of development.

### NERVE SOFTWARE

2008 - 2011

#### DESIGNER – TITLE(S) SHIPPED: ALIENS: COLONIAL MARINES, CALL OF DUTY: BLACK OPS, 007: QUANTUM OF SOLACE

- Created multi-player and single player levels for various AAA titles, utilizing expertise in Radiant and Unreal Development Engine.
- Collaborated effectively with designers to conceptualize game ideas, design prototypes and write pitch documents for titles.
- Communicated with external partners to identify requirements, gain feedback on gameplay systems or levels and implement improvements to achieve client satisfaction.

## ADDITIONAL RELEVANT EXPERIENCE

NERVE SOFTWARE | IT SPECIALIST | 2007 -2008

RITUAL ENTERTAINMENT | QUALITY ASSURANCE LEAD | 2005 - 2007

## EDUCATION, CERTIFICATIONS & TRAINING

Scrum Alliance | Certified ScrumMaster | 2016

Ogeechee Technical College | Computer Information Systems | 2001