

# MICHAEL J. BOCCIERI, PMP

811 York St, Apt 327  
Oakland, CA 94610

(510) 229-8469

bocci@poionline.com

## OBJECTIVE

To effectively lead and manage teams of world-class developers in the art of making great games.

## QUALIFICATIONS

### **CERTIFICATION**

Project Management Professional (PMP) - Project Management Institute, Inc., License 1554367

### **SKILLS SUMMARY**

Creative, collaborative personality; a dedicated manager and effective leader with an academic background in 3D art production. Diverse experience in project scheduling & budgeting using mixed management methodologies - Scrum/Agile and Waterfall. GDD/TDD creation. Cross-project and cross-discipline oversight and integration. Risk assessment, mitigation and contingency planning; development triage. Rapid prototyping. Executive & Media relations. Producer training & management. Publisher and Developer client relations. Leadership of both large and small teams. Depth and breadth of what makes games *fun*.

### **HARDWARE & SOFTWARE**

<i>Project Management:</i>	MS Project, SharePoint, JIRA, Test Track Pro, MS Office Suite, Perforce, Visio
<i>3D Packages / Engines:</i>	Maya, 3ds max, Unity Pro, Havok Behavior, Misc. Proprietary Game Engines
<i>VFX / Graphics:</i>	Adobe After Effects, Premiere, Photoshop, Illustrator, Flash
<i>Current Platforms:</i>	Sony PS3, Microsoft Xbox 360, Kinect, PC, iOS, Microsoft SmartGlass

## EXPERIENCE

### **BACKBONE ENTERTAINMENT, INC. (A Foundation 9 Company) - Emeryville, CA**

Senior Producer / Producer, July 2010 to Present

Daily production management of all studio development operations, including lead production on *Dance Central 3* with premiere partner/client Harmonix. Management of internal team of 35+ developers, plus integration of multiple outsource partners/contractors.

#### **Key Accomplishments / Titles Shipped:**

- ◆ *Dance Central 3 (Microsoft; Kinect); Game Critics Award Winner, Best of E3 2012: Social/Casual, Motion Simulation.*
- ◆ *X-Men Arcade; Zombie Apocalypse: Never Die Alone (Konami; XBLA & PSN).*

### **NAMCO BANDAI GAMES AMERICA, INC. - San Mateo, CA**

Producer, July 2009 to July 2010

Development producer for *Splatterhouse* (Xbox 360 & PS3). Oversight of all development disciplines in collaboration with the Executive Producer, as well as management of publishing disciplines - Sales, Marketing, QA.

#### **Key Accomplishment:**

- ◆ *Increased communication and collaboration in a co-located development paradigm between San Mateo & Carlsbad studios through implementation of Scrum strike-team daily stand-ups and shared task management through JIRA.*

### **SEGA STUDIOS SAN FRANCISCO, INC. (formerly Secret Level, Inc.) - San Francisco, CA**

Producer, August 2007 to June 2009

Development producer for *Golden Axe: Beast Rider* and *Iron Man 2* (Xbox 360 & PS3). Primary oversight of Design, Animation, and User Interface disciplines. Close collaboration with Senior Producer, executive management, and SEGA Marketing and PR teams.

#### **Key Accomplishment / Titles Shipped:**

- ◆ *Golden Axe: Beast Rider (Sega; Xbox 360 & PS3).*
- ◆ *Rapid triage of problem development tracks to bring inherited production schedule slippages closer to milestone goals.*

### **BACKBONE ENTERTAINMENT, INC. (A Foundation 9 Company) - Emeryville, CA**

Producer, June 2005 to July 2007

Managed diverse production teams on multiple SKUs for North America's largest independent game developer (at the time); interface with external publishers SEGA of America and Capcom USA to make critically and monetarily successful games.

#### **Key Accomplishments / Titles Shipped:**

- ◆ *Super Street Fighter II Turbo HD Remix (Capcom; XBLA & PSN). IGN Editor's Choice, 2008.*
- ◆ *Super Puzzle Fighter II Turbo HD Remix (Capcom; XBLA & PSN).*
- ◆ *SEGA Vintage Collection (Sega; XBLA); SEGA Genesis Collection, (PS2, PSP). Gamespot Best Retro Compilation, 2006.*
- ◆ *Capcom Classics Collections vol. 1, vol. 2, and Remixed (Capcom; Xbox, PS2, PSP).*

### **MYTHRYN, LLC. (no longer in operation) - Chicago, IL**

Multimedia Project Manager / Motion Graphics Artist, September 2000 to March 2003

## EDUCATION

### **ACADEMY OF ART UNIVERSITY - San Francisco, CA**

Master of Fine Arts, Animation & Visual Effects, 2006  
Major: Game Arts GPA: 3.800

### **NORTHWESTERN UNIVERSITY - Evanston, IL**

Bachelor of Science in Speech, 2001  
Major: Radio/Television/Film GPA: 3.784  
Graduated Magna Cum Laude

## PUBLICATIONS & HONORS

*"Postmortem Golden Axe: Beast Rider." Game Developer Magazine. CMP Media. February 2009: 14-22.*

*"Top 10 Tips." Game Career Guide, Fall 2008. CMP Media. August 2008: 58.*

*International Game Developers' Association GDC Student Scholarship, 2004.*