

# MICHAEL J. BOCCIERI

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## OBJECTIVE

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

## QUALIFICATIONS

### SKILLS SUMMARY

Creative, collaborative personality; a dedicated manager and effective leader with an academic background in 3D art production. Experience in GDD/TDD creation, project scheduling & budgeting; prototype and waterfall production methodologies. Cross-project and cross-discipline oversight and integration. Development triage. Management & Media relations. Producer training & management. Depth and breadth of what makes games *fun*.

### HARDWARE & SOFTWARE

*Management:* MS Project, Perforce, MS Office Suite, Visio, JIRA, Test Track Pro  
*3D Packages:* Maya, 3ds max  
*VFX / Graphics:* Adobe After Effects, Premiere, Photoshop CS3, Illustrator CS3, Flash  
*Web / Other:* Dreamweaver, Sony PS3 Development Tools, Microsoft 360 XDK, Havok Behavior  
*Platforms:* Sony PS3, Sony PSP, Sony PS2, Microsoft Xbox, Microsoft Xbox 360

## EXPERIENCE

### SEGA STUDIOS (formerly Secret Level, Inc.) - San Francisco, CA

Producer, August 2007 to Present

Development producer for *Golden Axe: Beast Rider* and the announced sequel to 2008's *Iron Man*, both for Xbox 360 & PS3. Primary oversight of Design, Animation, and User Interface disciplines. Work closely with Sr. Producer, upper management, and SEGA Marketing and PR.

Key Accomplishment:

- ◆ Rapid triage of problem development tracks to bring inherited production schedule slippages closer to internal/external milestone goals while improving overall quality.

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

Producer / Lead Producer, June 2005 to July 2007

Managed diverse production teams on multiple SKUs for North America's largest independent game developer; interface with industry-leading external publishers SEGA of America and Capcom USA.

Key Accomplishments / Titles Shipped:

- ◆ Lead Producer, *Super Street Fighter II Turbo HD Remix*, *Super Puzzle Fighter II Turbo HD Remix*, *Wolf of the Battlefield: Commando 3*, *1942: Joint Strike*. (Capcom; Xbox 360, PS3 Downloadable).
- ◆ Producer, *SEGA Genesis Collection* for PS2 / PSP, and *SEGA Vintage Collection* series for XBLA.
- ◆ Producer, *Capcom Classics Collections vol. 1*, *vol. 2*, and *Remixed* for Xbox / PS2 / PSP.

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

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

Integral member of a multimedia development firm catering to a diverse world-class clientele: including consulting firms, top university and medical institutions, and international interests.

Key Accomplishments:

- ◆ Project Manager on Oyez Baseball (<http://baseball.oyez.org/>), online Flash game developed by Jerry Goldman and Paul Manna. Featured in the October 25, 2001 edition of *The New York Times*.
- ◆ Produced two regional spots for DRGM & Abe Froman Productions: "OXO," for Chef Gustav Mauler, and "One Club Card" promotion for Circus Circus Reno.

### POINT OF IMPACT™, LLC. (<http://www.poionline.com/>) - Holmdel, NJ

Filmmaker, July 1997 to Present

Founder of Point of Impact, LLC; responsible for producing many award-winning short films. Freelance motion graphics production and animated shorts created in both Maya and 3ds max.

## 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