

MICHAEL DERRIG

Product Manager | Atlanta, Georgia | 401.954.9562 | michael@michaelderrig.com

Professional Summary

A creative thinker with an eye for technical details with **9+ years of production experience**. Leveraged excellent communication skills to efficiently manage projects and provide relevant information to **key stakeholders across the globe**. With a startup background, able to thrive in dynamic work environments and align to the goals of the company.

Qualifications

- Experienced in production and marketing of mobile software applications
- Managed multiple teams simultaneously developing multiple products
- Skilled in Agile/Scrum environments and defining Epics and User Stories
- Able to work in cross-functional team structures
- Strategic mindset combining creativity with data driven decision making

Experience

2008-2017

You42 Entertainment / Kiz Studios

You42 is a digital music and entertainment platform for artists to share and monetize their work. It is a division of Kiz Studios, developer and publisher of mobile games.

2016 - Product Manager / Operations Coordinator

- Created detailed process documentation outlining product development
- Managed revenue and expense tracking, reporting, and invoicing
- Facilitated communication between multiple studios and company divisions
- Regularly completed action items from executive management

2014 - Business Development

- Lead onsite investor relations, including tours and product demos
- Managed vendor relationship for product translation & oversaw deliverables
- Managed conference exhibitions, including logistics and travel
- Established company functions, charity events, and promoted positive culture
- Represented the company globally at conferences, tech demos, and press events

2012 - Technical Art Director

- Responsible for pipeline development focusing on artistic and technical efficiency
- Facilitated communication between technical and creative staff
- Assisted developers by coding custom shaders in the CG language

2008 - Lead Lighting & Texturing Artist

- Hired and lead the 8 member team that created the textures for KizPlanet MMO
- Textured and lit assets/environments for cinematics and commercials

2003-2004

Cox Communications Television Studio

Cox Communications is a public access television station in New England.

Studio Production Assistant

- Operated camera for in house productions and on-location live events
- Assisted with on-air programming and playback
- Responsible for studio maintenance and equipment management

Education

2008

Bachelor of Fine Arts: Visual Effects

Savannah College of Art and Design - Savannah, GA

- Field of study included 3D Modeling and Rendering, Compositing, and Graphic Arts
- Graduated Cum Laude with a 3.9 GPA
- Awarded Combined Academic & Portfolio Merit Scholarship