



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.

Experience

July 2008 - February 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

- Orchestrated 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

Education

2008 - Savannah College of Art and Design - Bachelor of Fine Arts: Visual Effects

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

About Me

I'm an extrovert with a strong passion for learning and problem solving. I love technology, art, and travel. I geek out over games, photography, and sci-fi movies. On my days off you can often find me building or fixing something. I enjoy cooking exotic dishes and grilling for my wife. I know nothing about sports but there's something about the ballpark that makes me smile.

Qualifications

- Experienced in production and marketing of mobile games
- 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

Shipped Products

- 2016 - *Little Bigfoot* (iOS, Android)
- 2016 - *Dash Galactic* (iOS, Android)
- 2015 - *Trans-Galactic Tournament* (Playstation)
- 2014 - *Might & Mayhem* (iOS, Android)
- 2013 - *Mix a Muck!* (iOS, Android)
- 2012 - *Critter Escape!* (iOS, Android)
- 2011 - *The Muck Wars* (Web Based)

Software Knowledge

- | | |
|---------------------|----------------------|
| Autodesk Maya | Microsoft Word |
| Unity Engine | Microsoft Excel |
| Adobe Photoshop | Microsoft Powerpoint |
| Adobe Illustrator | Google GSuite |
| Adobe Premiere | Slack |
| Adobe After Effects | Trello |
| Bodypaint 3D | Basecamp |

Core Skills

- | | |
|--------------------|------------------|
| Team Leadership | Research |
| Time Management | Market Strategy |
| Presentation | P&L Tracking |
| Risk Analysis | Client Relations |
| Multitasking | Roadmapping |
| Organization | Detail-Oriented |
| Clear Writing | Troubleshooting |
| Oral Communication | Self-Starting |

Digital Skills

- | | |
|-------------|----------------|
| 3D Modeling | Graphic Design |
| Texturing | Video Editing |
| Rendering | Photography |
| Compositing | Videography |
| Realtime FX | HTML Editing |