

# MICHAEL DERRIG

Product Management / Operations Coordination / Business Development

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## Objective

Seeking a position of responsibility in order to help the growth of a driven and innovative company in the digital media industry.

## Qualifications

Experienced in production and marketing of mobile games

Highly organized, excellent at meeting deadlines, effective time management

Excellent at problem solving and troubleshooting

Able to work independently or in a team environment, strong leadership and communication skills

Strategic mindset combining creativity with data driven decision making

## Employment

2008-2017 You42 Entertainment / Kiz Studios

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

- 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

## 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 Muck Comics (iOS)

2011 The Muck Wars (Web Based)

## Software Experience

Highly Proficient In:

Maya, Unity3D, Adobe Creative Suite, Bodypaint 3D, Nuke, ZBrush,  
Microsoft Office, GSuite, Slack, Trello, Software & Hardware Troubleshooting

## Education

2004-2008 Savannah College of Art and Design

Graduated Cum Laude with a BFA in Visual Effects

2004 Combined Merit Scholarship (Equivalent to two year's tuition, based on academic & artistic talents)

