

# Max Cameron - Producer

Pittsburgh, PA | 724-554-8562 | [cameronmj89@gmail.com](mailto:cameronmj89@gmail.com) | [maxcameron.squarespace.com](http://maxcameron.squarespace.com)

## EDUCATION

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### CARNEGIE MELLON UNIVERSITY

Master of Entertainment Technology

Pittsburgh, PA

Class of 2023

### ALFRED UNIVERSITY

Bachelor of the Arts, Interdisciplinary Art

Alfred, NY

Class of 2012

## SKILLS & CERTIFICATIONS

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**Certifications:** Certified ScrumMaster (CSM) ( Scrum Alliance), Agile with Atlassian Jira (Coursera, Altassian)

**Skills:** Notion, Jira, JQL, Trello, Slack, Discord, Google Suite, Microsoft Office, Agile (Scrum, Kanban) Waterfall, Adobe Suite, Maya, Substance Painter, Zbrush, Procreate, Final Cut Pro, Logic Pro, Audacity, ProTools, Github, Perforce, Unity, Fmod

## WORK EXPERIENCE

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### DEEPLocal

Production Assistant

Pittsburgh, PA

Jan – Apr 2023

- Collaborated with team of 10 to develop project for major health care company that launched in May 2023.
- Researched and communicated with vendors to meet the budgetary, engineering and creative needs of project.
- Created comprehensive Notion templates used by teams to organize and track project progress and documentation.
- Maintained project documentation allowed for a more detailed project archival post-launch.
- Developed initial expenditure sheets to accommodate labor, materials, and travel expenses within stakeholder's budget.

### GAMES FOR CHANGE

Production Intern

New York, NY/Remote

Apr – July 2022

- Executed training and quality control sessions with all live speakers for the virtual portion of the festival.
- Maintained an essential spreadsheet containing all festival speakers, their registration status and session info.
- Managed a team and created workflow to develop post-production, closed-captions of over 30 virtual talks.

### KELLY CUSTOM FURNITURE AND CABINETRY

Finisher, Installer, Woodworker

Pittsburgh, PA

July 2016 – Aug 2021

- Collaborated in a full production furniture shop on the design, fabrication, finishing, and installation of cabinetry.
- Interpreted feedback, drove decision making, and impromptu design changes to ensure client satisfaction.

## PROJECTS

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### PRODUCER/SOUND DESIGNER, FUTURE FORGERS

Aug - Dec 2022

Built and launched [Project Ecotopia](#), a first-person narrative game set in an optimistic, sustainable future for PC and Mac on [itch.io](#).

- 2nd place winner of the IEEE Game SIG Intercollegiate Competition.
- Created production roadmap for major project milestones and facilitated stand-up meetings.
- Collaborated with an interdisciplinary team to establish workflows across art, design, sound, and programming.
- Forecasted design risks and art bottlenecks in order to facilitate collaborative team meetings about project scope.
- Optimized team efficiency by tracking and assigning tasks in Trello.
- Created and assigned detailed, prioritized bug reports in Github that enabled a smooth QA process and game polish.
- Utilized Fmod and Github to integrate directional and spatial audio into Unity as well as a fully composed soundtrack.

### PRODUCER, COLORIZE

Jan 2016

Developed [hardware prototypes](#) that have seen continued use and helped teachers engage kids (K - 2nd grade) with light color theory.

- Successfully delivered product to stakeholders on time by utilizing agile methodologies during development.
- Managed multiple stakeholders including our client and schools in the Greater Pittsburgh Area to coordinate playtests with children in the project's intended demographic which allowed us to quickly iterate and plan for future sprints.
- Created detailed instructional documents that allowed teachers to successfully deploy hardware in classrooms.