

Michael Russo

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Education

Champlain College, Burlington, VT

Bachelor's Degree in Game Production Management, May 2022.

Nominated to The National Society of Leadership and Success.

Strengths

Scrum Master Certified (10/21).

Team, project, & time management. Use of a positive and collaborative approach to keep teams on track.

Perform QA and analyze results. Google Sheets/documentation, Pineapple (Redmine), Task Board tracking, Trello, Collaboration/interpersonal, organizing, problem solving, publishing, and facilitation.

Game Projects

Senior Capstone Production Team

Symbiotic | Team Size 22

Producer

Managed team members while being mindful of individual team member's contributions, hours, scope and more.

FPS game where players are prisoners on an alien planet and must kill enemies and a leader in order to escape. Used Unreal.

Not Real Studios Junior Production Team

Part of Me | Team Size 6

Production Coordinator

On-boarded a team of 10 members after the green light process.

Helped manage team members.

Single-player 3D puzzle platform that drives the player to think about bug physiological questions. The player is asked questions along their journey to get the city's power up and running. Used Unity.

Internship/Other

The Loaf

Nov 5th 2021 & March 4th 2022

Showcased the team's capstone game to local developers at a meet-up event hosted by an indie studio called Rad Magpie.

Students Admitted Day

March 26th & April 9th 2022

Asked by faculty to demo the senior capstone game to families and high school students considering Champlain College. Answered questions and served as a model for what a game student can accomplish.

Interests

Esports, team building, and conflict resolution.