

**Michael Russo**

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## Education

**Champlain College**, Burlington, VT

Pursuing Bachelor's Degree in Game Production Management, Anticipated May 2022

Nominated to The National Society of Leadership and Success

## Strengths

Scrum Master Certified (as of 10/31/21)

Enjoy the management and building of effective and productive teams

Use a positive and collaborative approach to keep teams on track

Perform QA and analyze results

Use Google Sheets, Pineapple (Redmine), Task Boards

Avid game player

Collaboration

Facilitator

Publishing

## Game Projects

**Senior Capstone Production Team**, Sept. 2021-Present

Symbiotic | Team Size: 7, then to 16

Out of 14 original teams, Symbiotic is one of seven that received the Greenlight in a competitive judging process to full production.

FPS game where players are prisoners on an alien planet and must kill enemies and a boss in order to escape. Using Unreal. Serving as Lead Producer. Manage team members; check in; remain mindful of team members' contributions, hours, scope, and more.

Not Real Studios Junior Production Team, Jan. 2021-April 2021

Onboarded to a team of 10 members after a greenlight process. Served as a Production Coordinator, assisting with managing the team. "Part Of Me" is a single-player 3D puzzle platformer that drives the player to think about bug physiological questions. The player is asked questions along with their journey to get the city's power core back up and running. Used Unity.

First Junior Production Team, Sept. 2020-Jan. 2021

Lead Producer on this 3rd person stealth game on a team of four members. In charge of managing the team, facilitating meetings, communication, updating Pineapple (Redmine)

## Internship

**Intern, Big Heavy World**, Burlington, VT

May 2021-August 2021

- Interned with the founder of this repository of Vermont-made music
- Listened to live bands to discuss how to create promotions
- Transcribed reports and attended meetings

