

811 York St, Apt 327
Oakland, CA 94610

(510) 229-8469
bocci@poionline.com

OBJECTIVE

To effectively lead and manage teams of world-class developers in the art of making great games.

QUALIFICATIONS

SKILLS SUMMARY

Creative, collaborative personality; a dedicated manager and effective leader with an academic background in 3D art production. Diverse experience in project scheduling & budgeting using mixed management methodologies. Matrixed and multi-project oversight and integration. Development triage. Management & Media relations. Production management and training. Understands both the depth and the breadth of what makes games *fun*.

HARDWARE & SOFTWARE

Management: MS Project, Perforce, MS Office Suite, Visio, JIRA, Test Track Pro
3D Packages: Maya, 3ds max, Havok Behavior Tool, proprietary systems
VFX / Graphics: Adobe After Effects, Premiere, Photoshop, Illustrator, Flash
Platforms: Sony PS3, Sony PSP, Sony PS2, Microsoft Xbox, Microsoft Xbox 360, Kinect

EXPERIENCE

BACKBONE ENTERTAINMENT, INC. (A Foundation 9 Company) - Emeryville, CA

Producer / Lead Producer, July 2010 to Present

Lead manager of diverse production teams - ranging from 2 to 32 - on development of multiple SKUs for Xbox 360 & PS3. Direct supervision of Associate Producer position. Worked closely with Studio Head to secure the largest work-for-hire project in the studio's history.

Key Accomplishment / Titles Shipped:

- ◆ *X-Men Arcade; Zombie Apocalypse: Never Die Alone* (Konami; XBLA & PSN).
- ◆ Lead Producer on unannounced AAA Kinect title, managing a team of 32 internal developers, multiple external contractors, and off-site partner groups.

NAMCO BANDAI GAMES AMERICA, INC. - San Mateo, CA

Producer, July 2009 to July 2010

Development producer for *Splatterhouse* (Xbox 360 & PS3). Oversight of all development disciplines in collaboration with the Executive Producer, as well as management of publishing disciplines - Sales, Marketing, QA.

Key Accomplishment:

- ◆ Increased communication and collaboration in an inherited co-located development studio paradigm (San Mateo & Carlsbad, CA) through implementation of scrum-style strike team dailies and JIRA task management.

SEGA STUDIOS SAN FRANCISCO, INC. (formerly Secret Level, Inc.) - San Francisco, CA

Producer, August 2007 to June 2009

Development producer for *Golden Axe: Beast Rider* and *Iron Man 2*, both for Xbox 360 & PS3. Primary oversight of Design, Animation, and User Interface disciplines. Work closely with Senior Producer, upper management, and SEGA Marketing and PR.

Key Accomplishment / Titles Shipped:

- ◆ Rapid triage of problem development tracks to bring inherited production schedule slippages closer to internal/external milestone goals while improving overall quality.

BACKBONE ENTERTAINMENT, INC. (A Foundation 9 Company) - Emeryville, CA

Producer / Lead Producer, June 2005 to July 2007

Managed diverse production teams on multiple SKUs for North America's largest independent game developer; interface with industry-leading external publishers SEGA of America and Capcom USA.

Key Accomplishments / Titles Shipped:

- ◆ Lead Producer, *Super Street Fighter II Turbo HD Remix*, *Super Puzzle Fighter II Turbo HD Remix*, *Wolf of the Battlefield: Commando 3*, *1942: Joint Strike*. (Capcom; Xbox 360, PS3 Downloadable).
- ◆ Producer, *SEGA Genesis Collection* for PS2 / PSP, and *SEGA Vintage Collection* series for XBLA.
- ◆ Producer, *Capcom Classics Collections vol. 1*, *vol. 2*, and *Remixed* for Xbox / PS2 / PSP.

continued

MICHAEL J. BOCCIERI

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EXPERIENCE

MYTHRYN, LLC. (*no longer in operation*) - Chicago, IL

Project Manager / Motion Graphics Artist, September 2000 to March 2003

Integral member of a multimedia development firm catering to a diverse world-class clientele: including consulting firms, top university and medical institutions, and international interests.

Key Accomplishments:

- ◆ Project Manager on Oyez Baseball (<http://baseball.oyez.org/>), online Flash game developed by Jerry Goldman and Paul Manna. Featured in the October 25, 2001 edition of *The New York Times*.
- ◆ Produced two regional spots for DRGM & Abe Froman Productions: "OXO," for Chef Gustav Mauler, and "One Club Card" promotion for Circus Circus Reno.

FILMS

POINT OF IMPACT™, LLC. (<http://www.poionline.com/>)

Filmmaker, July 1997 to Present

Founder of Point of Impact, LLC; responsible for producing many award-winning short films. Freelance motion graphics production and animated shorts created in both Maya and 3ds max.

Key Accomplishments:

- ◆ "Armor," music video, June 2001. Post-Production Supervisor, Editor, Creative Lead. *2nd Place, Best Music Video - 2001 Academy of Television Arts and Science College Television Awards.*
- ◆ "Motion Sickness," experimental video, December 1999. Producer, Writer, Editor. *Winner, Best Experimental Film - Flicker Film Festival 2000; Northwestern University.*
- ◆ "Mythseekers," documentary, June 1999. Director, Producer. *Winner, Best Student Film - Crossroads Film Festival 2000; Jackson, Mississippi. Honorable Mention, Documentary - Flicker Film Festival 2000; Northwestern University.*

EDUCATION

ACADEMY OF ART UNIVERSITY - San Francisco, CA
Master of Fine Arts, Animation & Visual Effects, 2006
Major: Game Arts GPA: 3.800

NORTHWESTERN UNIVERSITY - Evanston, IL
Bachelor of Science in Speech, 2001
Major: Radio/Television/Film GPA: 3.784
Graduated *Magna Cum Laude*

PUBLICATIONS & HONORS

"Postmortem *Golden Axe: Beast Rider*." *Game Developer Magazine*. CMP Media. February 2009: 14-22.
"Top 10 Tips." *Game Career Guide, Fall 2008*. CMP Media. August 2008: 58.
International Game Developers' Association GDC Student Scholarship, 2004