

Devon Chapman

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Website – dchap.com

Experience: **1st Playable Productions;** Troy, NY; Nov 2007 - present
Producer: In charge of overseeing production from start to finish, running meetings and organizing schedules & asset lists to ensure on-time delivery of each milestone's build requirements. Responsibilities include communication with publishers and team members of all disciplines, developing and improving art pipelines, managing bug databases, overseeing localizations and solving problems to keep the team working as efficiently as possible.

Leapfrog Shipped Titles:

Blaze and the Monster Machines (Leapfrog/ Nickelodeon, 2015) - producer
Frozen: Special Delivery (Leapfrog/ Disney, 2015) - producer/ lead artist
Pet Play World (Leapfrog, 2014) - lead artist
Pet Pad Party/ Pet Chat/ Run, Pet, Run! (Leapfrog, 2013) – producer/ designer/ lead artist

Mobile Shipped Title (iOS/ Android):

Letter Battle (1st Playable, 2014) – lead designer, producer, artist, audio recording/editing

Nintendo 3DS Shipped Titles:

Big Hero 6: Battle in the Bay (also DS version) (Game Mill/ Disney, 2014) - artist
Cloudy with a Chance of Meatballs 2 (also DS version) (Game Mill/ Sony, 2013) – artist
Pet Zombies (Majesco, 2011) – lead artist

Nintendo Wii Shipped Title:

Santa Claus is Comin' to Town (Red Wagon, 2011) – lead artist

Nintendo DS Shipped Titles:

Victorious: Taking the Lead (D3P/ Nickelodeon, 2012) – producer/ lead artist
Rio (THQ, 2011) – artist
Kung Zhu (Game Mill/ Activision, 2010) – lead artist
Club Penguin: EPF: Herbert's Revenge (Disney Interactive, 2010) – artist
World of Zoo (THQ, 2009) – lead artist
Ben 10: Alien Force (D3P, 2008) – artist

Skills: Leading cross functional game development teams
Coordinating tasks and tracking milestones
Managing bug databases
Facilitating meetings & reviews and removing road blocks
Writing proposals & GDDs
3D Modeling: characters, props & environments

Software: MS Word/ Powerpoint/ Excel
Bugzilla/ TTPRO/ JIRA
Nintendo development tools
Unity Engine
Unreal Engine
Premiere Pro
After Effects
Photoshop
3D Studio Max
ZBrush, Mudbox

Education: The Art Institute of Pittsburgh, Pittsburgh PA
Bachelor of Science in Game Art and Design
Graduation: June 2007

Extracurricular: FIRST Robotics Animation Mentor; Shenendehowa HS; 2009 - 2015
GDC Conference Associate; 2010 - 2012
GDC - Producer Boot Cam
Games in Education Symposium Volunteer, 2008 - 2015
Troy Night Out - Local expo to give community a look at game development, 2013 - present