

THOMAS MCGUIRE

PRODUCER | PROJECT MANAGER



Contact

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 [Thomas McGuire](#)  www.timcguire.com

Experience

- **Project Lead | Kore, a Penguin Void Production**
December 2019 – August 2020
 - Structured team development around a hybrid Spiral/Scrum methodology
 - Transitioned the entire development team to a remote work environment and increased production by 20%
 - Contracted talent for voice and music
 - Negotiated a license with Toggl to help improve development and task tracking
 - Projected alpha and beta release dates within an accuracy of within 5 days
 - Designed and implemented in-game SFX
- **Producer | Rapid Two-Week Prototyped Games**
August 2019-December 2019
 - **Spiraling Anxiety:** created a pipeline process for developing assets in relation to a set story and tone
 - **VR Abroad:** Designed Hierarchy for game structure and coding standards for a Virtual Reality language learning game teaching Japanese
 - **Balls to the Wall:** Implemented Agile workflow for the development of a mobile billiards game for IOS
- **Work Experience 2014-2019**
 - Organized and performed a solo concert held at the University of Florida
 - Violist for 2017 Brevard Music Festival collegiate orchestra
 - Violist for 2018 Green Mountain Music Festival Brahms quintet
- **Education**
 - M. S. Interactive Entertainment
 - Florida Interactive Entertainment Academy (University of Central Florida)
 - B. A. Music
 - University of Florida

Software



Skills

- Process Analysis
- Time Management
- Research
- Public Speaking
- Music Performance

Accomplishments

- Scrum Master(PSM I)
- 6th in the Nation For Judo During Sophomore year of Highschool
- Played Soccer in Germany competitively for two summers
- Principle Violist for both the University of Florida Orchestra and Ravel Quartet
- Sung Scholarship for Orchestral Performance
- Brevard Scholarship for musical Performance