

**Robert Powers**  
13303 Hopeful Hill Road, Nevada City, CA 95959  
(707) 554-4972  
Mobile: (707) 342-5719  
robert.powers@earthlink.net

## Summary

Background in Computer Science, Media Arts and Animation with six years of experience in project management.

## Experience

**Art Institute of California – San Francisco**; San Francisco, CA October 2005 to May 2006  
*Production Supervisor*

Helped manage the production of a student made 3D animated short. Also created the storyboards, contributed to the animation, set up the lighting, and prepared the animation files for rendering.

**Westwood Studios**; Las Vegas, NV June 1996 to October 2002  
*Associate Producer*

Maintained the project schedule, facilitated development team meetings and took care of the team's needs. Assisted marketing with their promotional efforts and documentation. Helped develop and maintain the production pipeline. Became the critical link between the art and design teams. Involved in the production of three published titles.

- Managed the 20+-person development teams both directly and indirectly through art, design, and programming leads.
- Managed the art assets and art schedule for the *Lands of Lore 2* project. Performed an art audit and built an art production schedule based on mandated project deadlines.
- Organized, catalogued and tracked all of the art and audio files.
- Helped implement, test and polish all of the multi-player maps for *Command and Conquer: Renegade*.

**Atari Corporation**; Sunnyvale, CA June 1995 to November 1995  
*Associate Producer*

Managed multiple external development teams and oversaw internal testing of these products. Ensured adherence to the scheduled milestones. Examined and evaluated deliverables against contractual obligations. Assisted marketing with their promotional efforts and documentation. Coordinated the development of three Jaguar titles and assisted with two others.

**Sega of America**; Redwood City, CA August 1992 to June 1995  
*Software Engineer*

Member of the developer technical support group. Provided technical and programming support to first and third party developers. Part of the launch team for the Sega-CD, Sega 32X and Sega Saturn. Created and presented courses on developing for the Sega 32X, Sega-CD and Sega Genesis at the annual developer conferences.

## Education

*Bachelor of Science, Media Arts and Animation*

The Art Institute of California - San Francisco; Graduated with Honors, March 2006

*Bachelor of Science, Computer Science and Mathematics*

University of California, Davis; June 1994

## Skills

Office, Project, FileMaker Pro, Flash, Maya, After Effects, Photoshop, Premiere, Combustion, Shake, Illustrator; highly organized and detail-oriented; proven ability to perform under pressure with tight deadlines; and problem solver with the technical and communication skills that are beneficial to a team.