David F. Coleman

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As a Technology Leader, I guide teams in the execution of innovative products that immerse and support the end-user.

EDUCATION & DISCIPLINE

2022 - 2024(August) ~ **University of Advancing Technology** /// Tempe, Arizona
Master of Science Degree in Game Production and Management
Master of Science Degree in Technology Innovation
2016 - 2019 ~ **Full Sail University** /// Winter Park, Florida
Bachelor of Scienc Degree in Game Design
2012 ~ **Digipen Institute of Technology** ///Redmond, Washington
ProjectFUN Professional Teacher Training for Animation, Level 1 Certification

TECHNICAL SKILLS

Management ~
- *Managing people in a technology environment using cutting-dedge technology and tools.*
- *Providing leadership for community building, social integration, and ethical responsibilities.*
- *Supporting global collaboration and diverse monetization strategies.*

Interactive Development ~
- *Delivering a clear vision and plan for developing in PC, Mobile, and VR/AR interactive platforms.*
- *Lead supporting agile methodologies for prototyping methods, documentation, analysis, iterative pipeline processes, user-center design testing, performance optimization, and version control.*

Game Design ~
- *Scripting for platformer and narrative interactions for technical systems and level design.*
- *Enhancing work collaboration in studio environments for team milestones.*
- *Iterating assurance testing with supported UI/UX standard designs for entertainment.*

Digital Maker ~
- *Makerspace (Build techniques, digital prototyping, maker tools, materials, and fab decisions).*
- *Agile Development (Incremental design, prototype to market, social feedback systems).*

Technology to Market ~
- *Creating and outlining incubation for future products for developing startup strategies, MVP, and launching products.*

Blockchain Technology ~
- *Researching blockchain history, approach, and potential for forcasting the next gen development.*
- Developing the architecture, models, coding, servers, and applications in the development.

Audio & Visual Design ~
- *Accomplished vocalist/musician, creating music, and sound effect plus voice-over recordings.*
- *Designing 2D/3D animation, art & illustration art, architectural/mechanical drafting, and graphic designs.*

EXPERIENCE

Hideaway Studio ~ Founder/Independent Developer
  April 2018 - Current 2024 /// O'Fallon, Illinois USA
   • Pioneering the future of gameplay through a principled architecture interconnected to responsible game design.
   • Commitment to create games that contribute positively to the ethical and moral development of individuals, delivering uplifting interactions for children
   • Developed and executed physical/digital projects.
   • Implemented policy and procedures that support operational goals
   • Developed and maintained key industry relationships and partnerships with customers, stakeholders, and peers.
   • Planned and sustained programs with profit and loss responsibilities.

Alliant Security ~ Technician
  February 2017 - April 2018 /// Idaho Falls, Idaho USA
   • Leading planning/product integration, testing, and maintainence of security hardware.
   • Networking devices, setting up of IP/Firewall standards for DVR/Servers for monitoring.
   • Problem solving for detection systems and organizing fabrication stations.

IF Signs ~ Graphic Designer
  March 2014 - November 2016 /// Idaho Falls, Idaho USA
   • Engaging front-line interaction for customer relations and product support.
   • Allocating company standards for best practices in graphic design needs for print and web.

Freelancer ~ Media Specialist
  March 2011 - February 2014 /// St. George, Utah USA
   • Providing solutions for media applications for product development.
   • Creating a full range of product representations with marketing thresholds and investor limitations.

Ancestry.com ~ Community Ops Specialist
  August 2008 - February 2011 /// Provo, Utah USA
   • Providing the best community support for FTM software, message boards, and mailing lists for administrators and users.
   • Created and maintained new knowledge base articles and proceedures supporting legal and escallation teams.

TECHNICAL TOOLS

Design Tools	Gaming/Programming	Adobe Creative Suite CC
3Ds Max/Fusion 360	Unity3D/C#	Illustrator
React Native/JavaScript	Unreal Engine/C++	Photoshop
Visual Studio	GitHub/Perforce	InDesign
Microsoft Office/Visio	Monday/Trello/Jira	Audition
	Discord/Zoom/Teams	Premiere/After Effects
		Dimension

ACCOMPLISHMENTS

• The Eagle Scout Award from Boy Scouts of America (B.S.A.) & Merit Badge Counselor
• FTC Robotics Challenge - Mechanical Spud Gears, Idaho Falls, ID (Coach)
• Produced CD Recording with Progressive Utah Band DREADNAUGHT (Writer/Vocalist)
• 2 Year Volunteer Missionary for the Church of Jesus Christ of Latter-Day Saints (Service)