

JONES LEVENSON

PRODUCER

SUMMARY:

Well-rounded producer with a strong artistic eye and technical capability. Able to meet goals and manage creative personalities. My skills are transferable and I am seeking opportunities in visual design, media production, gaming, and software.

WORK BACKGROUND:

Producer

[Adliven](#) | 2021-Current

- Full stack producer creating video game advertising for a wide variety of AAA clients and games.
- Production pipeline management including: concepting, pitching, scriptwriting, project and design team mgmt, client feedback loops, video production and review, QA, and deliverable codec formatting.
- Utilizing deep production experience to bring UA videos and game trailers directly to your favorite social media outlet!

Senior Producer

[EducationXR \(Heizenrader\)](#) | 2021

- Management of engineers, designers, and assets to support the best production possible for VR, AR, mobile, desktop, and web cross-play
- Creation of pipeline process for servicing fast-burn projects, utilizing a hybridized Agile methodology to ensure on-time delivery of 3D environments, models, textures, sounds, game design, etc.
- Client oversight across all projects; mediating information handoff and relaying best resources between various teams to achieve clear and concise communication with customers.
- Notable clients: GE, CDC, Medtronic, Harvard/ Mass General

Technical Producer

[Cubic Simulation Systems](#) | 2020

- Utilization of modern technologies, game engines, and methodologies to provide a digital representation of real world, hands-on training in both Military and Commercial markets. Public clients include US Department of Defense and Delta Airlines.
- Remote Agile producing of game-based military simulation training
- Oversight of staffing, resourcing, budgeted hours, backlog refinement, and Scrum rituals

Design Manager

[ITEC Entertainment](#) | 2018-2019

- Facilitated design teams and vendors to develop an attraction for client Universal Beijing's Jurassic World, work which resulted in a second contract for a second attraction
- Produced creative 2D and 3D digital media for everything from video games to interactive installations to theme parks, cultivating a positive culture among my teams
- Supervised proposals/ contracts, timeline, and budget to deliver to clients on time

Senior Show Coordinator

[Universal Studios, Creative](#) | 2014-2018

- Developed media production and design packages for over a dozen projects for Universal Studios, ensuring internal creative and schedule goals were met
- Pioneered R&D production of interactive games and experiences in 2D, 3D, VR, and AR, so that my ideas would eventually integrate with Universal's new upcoming theme park
- Supported show production teams by managing creative personalities and their respective assignments, motivating team members to hit their KPIs

Continued on the next page



CONTACT:

Phone: 850.728.5702 | Email: moviejones@gmail.com | Website: joneslevenson.com

JONES LEVENSON

PRODUCER

ACADEMIC BACKGROUND:

MFA - Savannah College of Art and Design

Film and Television Production | 2011-2013

BA - Florida State University

Digital Media Production | 2009-2011

PROFICIENCIES & SOFTWARES:

- Schedule, budget, staffing development
- Scrum/ Agile process
- Cross-discipline design management
- Art/ creative direction
- Game & VR/ AR/ XR production
- Creative proposal and script-writing
- Game Design & Development (Unity/ C#)
- Pro Tools/ Logic Pro/ Adobe Audition
- PM Suites: Atlassian/ Slack/ ClickUp/ etc.
- Adobe CS
- Google Docs
- Microsoft Office

ACHIEVEMENTS

- Mgmt of AAA brands: Call of Duty, APEX Legends, Harry Potter, Nintendo properties, Harvard, Dreamworks properties, and many more
- Produced multiple small-batch XR games and experiences
- Shipped "Bayou River Blast" mobile game
- Presented VR production to Steven Spielberg
- Collaborated with Peter Jackson on design package
- Collaborated with Shigeru Miyamoto on multiple digital interactive experiences
- Was on the opening design team for Skull Island: Reign of Kong at Islands of Adventure
- Developed my own game in C# and Unity: [You Are Dead](#)

FOR ADDITIONAL CAREER DETAILS:

Please visit my LinkedIn to see all experience:

<https://www.linkedin.com/in/jones-levenson-b9b16459/>

CONTACT:

Phone: 850.728.5702 | Email: moviejones@gmail.com | Website: joneslevenson.com