

**Portfolio:**[the-black-rose.com](http://www.the-black-rose.com/)

**LinkedIn:**[linkedin.com/pub/phil-wilkes/6a/6a2/187](http://www.linkedin.com/pub/phil-wilkes/6a/6a2/187)

**Scrum Alliance:**[scrumalliance.org/profiles/254583-phil-wilkes](http://www.scrumalliance.org/profiles/254583-phil-wilkes)

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**Blackrose Industries –** [**blackroseindustries.com**](http://blackroseindustries.com/)Sanford, FL

Founder and CEO - Sole Proprietorship Apr. 2014 – Present

* Build independent games for the computer to be sold through Steam and Facebook
* Build mobile games and apps to be sold through iTunes and Google Play stores
* Build custom websites with optional content management systems and database integration
* Build web based applications such as HTML scrapers and companion apps

**Daughter of Shadows – Blackrose Industries WIP Title** Sanford, FL

2D Sidescroller based off of the “SCP: Containment Breach” IP Dec. 2013 – Present

* Built in Unity with Javascript
* Designed and Implemented a random level generation algorithm
* Programmed unique behavior for multiple enemy types
* Scripted player tutorials and gameplay features
* Created sound effects and background music
* Created environmental, user interface, and character art assets

**Hiyaaa Games, TwoUp Games, NoMoar Games – Venture Track Companies**

Development Director Aug. 2013 – Dec. 2013

* Managed tasks for 3 teams of developers
* Coordinated schedules between teams who shared team members
* Maintained 1000ft schedules for team members and faculty
* Managed Trello boards daily for each team

**Escherreal – Graduate School Capstone Project**

ScrumMaster / Master Level Builder Dec. 2012 – Aug. 2013

* Managed Scrum for a team of 15 developers
* Maintained Burnup charts and other Scrum Artifacts to assist the team
* Designed spatial puzzles and in-game tutorials both solo and by committee
* Built paper and in-engine prototypes of solo and committee design
* Worked closely with the art team in bringing assets into the game
* Built numerous levels and scenes in the Vision Engine using modular assets
* Rebuilt large sections of the game in Maya and exported them as larger meshes to reduce draw calls

**Rapid Prototyping – FIEA Coursework**

Producer / Game Designer / Level Designer Aug. 2012 – Dec. 2012

* Developed 5 different 2 week rapid prototype games with teams of 4-5 developers
* Produced audio, paper prototypes, game and level designs, built simple art assets including ui
* Prototypes were designed to meet objectives such as; fun factor, storytelling, emergence, social
* Prototypes were built in; Flash, iOS, Flash with Facebook, Unity

**PURgE Commerce and Industry Division Website**

Supplemental Web Application for Eve Online – Personal Project Feb. 2011 – Oct. 2011

* Built an interface where users could generate buy/sell orders for items and materials
* Built a database containing all materials in the game complete with quantity and pricing info





* Built a CMS backend for division personnel to easily fulfill and manage those orders in game
* Built a framework for users to create their own buy/sell orders with optional paid advertising
* Built an industrialist database, using the Eve Online API, to allow users to search for builders based on their skills and equipment capabilities

**University of Central Florida Arboretum**

Web Development Intern Jan. 2011 – May. 2011

* Built a student volunteer registration and tracking application to track student service hours
* Built a user database connected to the application that all ran on a local WAMP server
* Built a CMS backend for Arboretum employees to generate service reports and access data
* Updated and Maintained the UCF Arboretum website in Drupal
* Updated in house informational pamphlets about wildlife and fauna
* Created flyers and handouts for Arboretum events

**Target**  Sanford,FL

Cart Attendant Team Trainer May 2007 – Sept. 2012

* Maintained the Target brand, kept shopping carts available for guests, trained new employees
* Awarded “Great Team Hero of the Month” on two occasions for consistent hard work, reliability, and leadership

**Florida Interactive Entertainment Academy(FIEA)** Orlando, FL

M.S.– Interactive Entertainment Dec. 2013

*Production Track – game design / development, team and project management, marketing, distribution*

**University of Central Florida** Orlando, FL

B.A. – Digital Media May 2011

*Survey of many digital media applications such as web development, audio/video editing and digital art*

Minor in Computer Science May 2011

*Fundamentals of programming practices and methodologies*

**Programming Languages** – Javascript, PHP, SQL, HTML, CSS, Python

**Game Engines + Level Editing Tools**–Unity, Havok Vision, UDK, Cryengine 3, Maya, ImpactJs

**Management Tools** – Perforce, Hansoft Project Manager, Trello, Grindstone, JIRA

**Production Tools** – Photoshop, Dreamweaver, Excel, Premier, Audacity, Lightworks

**Scrum Alliance Certified ScrumMaster** – May 2013

*References provided upon request*