

# Mario Chuman

**Phone:** 631-371-6597

**Portfolio:** <https://www.mariochuman.com>

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**References:** Available upon request

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## EXPERIENCE

### Scholastic

*Junior Producer*

*2018-Present*

- ❖ Led the design of several minigames for mobile, from pre-production to shipment.
- ❖ Managed the pipeline between different teams for successful content creation.
- ❖ Iterated and maintained the Scholastic Kids site using Adobe Experience Manager.
- ❖ Advertised our games at tradeshow and conventions such as NYCC and Bookcon.

### Brooklyn Game Lab

*After School Instructor*

*2017-2018*

- ❖ Taught students how to create custom board game expansions using design skills.
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## Games

### Zombie Season

*Junior Producer*

*2022-Present*

- ❖ *Zombie Season* is a cooperative Roblox shooter promoting the titular novel.
- ❖ Led the initial design of the Home Base minigame, *Zombie Supply Run*.
- ❖ Playtested the Roblox builds to ensure high quality and consistency with the brand.
- ❖ The game released to over 250k impressions with a 70% rating on Roblox.

### Home Base

*Junior Producer*

*2019-Present*

- ❖ *Home Base* is a cross platform MMO that gamifies and advertises Scholastic books.
- ❖ Designed: *Captain Underpants Skate*, *Dog Man Make-o-Matic*, *Baby-sitting Heroes*.
- ❖ Worked on post launch updates: *Maze Navigation*, *Magic Carpet Ride*, *Fast and Furriest*.
- ❖ Helped host live author events to a large community of readers.
- ❖ Hosted playtests and focus groups to gain valuable feedback for future iterations.

### Planet Pilkey

*Assistant Product Coordinator*

*2018-2019*

- ❖ Planet Pilkey was a cross platform app promoting the NYT bestselling *Dog Man* books.
  - ❖ Co-led a "whac-a-mole" minigame that was ported to *Home Base*.
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## SKILLS

- ❖ **Programming/Scripting Languages:** Javascript, HTML, CSS, Java, C#
  - ❖ **Software:** Jira, Adobe Experience Manager, Unity, Godot, Twine, Adobe Suite, Audacity
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## Education

**Rochester Institute of Technology**

*2012 - 2017*

- ❖ Major: Bachelor of Science in Game Design and Development
- ❖ Secondary Major: Bachelor of Science in Economics