Mario Chuman

Phone: 631-371-6597 **E-mail:** mario.h.chuman@gmail.com

Portfolio: https://www.mariochuman.com

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 tradeshows 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.

iD Tech Camps

Instructor   *2016-2017*

- ❖ Hosted game design and engineering workshops at schools.
- ❖ Instructed individuals on how to design game mods through Java.

Games

Home Base

Junior Producer   *2019-Present*

- ❖ Home Base is a cross platform MMO that gamifies and advertises Scholastic books.
- ❖ Worked on design: Clue Hunt, Book Fair Frenzy, 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

Junior Producer   *2018-2019*

- ❖ Planet Pilkey was a cross platform app promoting the NYT bestselling *Dog Man* books.
- ❖ Co-led a "whack-a-mole" minigame for the Planet Pilkey app.
- ❖ Led the development of the end of life update, as the app transitioned to web.

SKILLS

Programming/Scripting Languages

- ❖ Javascript, HTML, CSS, Java, C#

Software

- ❖ Jira, Adobe Experience Manager, Unity, HPL Engine, Twine, Adobe Photoshop, Audacity

Education

Rochester Institute of Technology   *2012 - 2017*

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