

Carson Taylor

(918) 200-4777 carson.taylor21@gmail.com

carsontaylor.net linkedin.com/in/carsontaylor

PROFESSIONAL EXPERIENCE

Junior Project Manager

October 2016 - Present

Electronic Arts (EA) - Redwood City, California

- Developed and deployed custom project management web tool in Javascript for department-wide product resource tracking; moving from inaccurate, manually compiled reports to a responsive product planning tool
- Created interactive dashboards and visualizations for employee-project allocation data, enabling smarter hiring decisions, product investments, and project planning by department leadership
- Leading program-level efforts to enhance usability and security of Perforce version control servers across EA
- Created and owned deployment plan for internal product impacting 10,000+ EA employees and contractors; responsible for plan approval and ensuring alignment on all go-live tasks
- Creation, support, and continuous enhancement of product and project documentation

Project Coordinator Intern

May - August 2016

Electronic Arts (EA) - Redwood City, California

- Led project management efforts for user experience and interface design of proprietary game testing tools
- Created, maintained, and owned project charter, master schedule, communication plan, and other documents
- Worked with team members and project stakeholders across EA to approve project milestones

Assistant Client Producer

May 2015 - May 2016

CGBot, LLC - Austin, Texas

- Managed communication and feedback between digital art teams and international game development clients
- Ensured delivery of digital assets on time and in budget to clients ranging from blockbuster game studios to small independent developers
- Assisted with creation and presentation of project financial estimates and tracking documents to clients
- Devised and maintained complex digital art asset pipelines between internal and client art teams

Interactive Games Intern

Summer 2015

20th Century Fox - Los Angeles, California

- Reviewed production schedules, design proposals, and digital art for PC/console titles using Maya and other tools
- Researched existing and past licensing contracts for Fox's intellectual property (IP) in video games
- Used Excel to analyze extensive market research data; presented findings and recommended IP investments
- Contributed to pitch meetings with key development and publishing partners at global industry events like the Electronic Entertainment Expo (E3)

Intern

Spring 2015

Chaotic Moon Studios - Austin, Texas

- Provided administrative support for award-winning, Accenture-acquired creative technology studio
- Managed company's volunteer team during large South by Southwest (SXSW) media events
- Tested and reviewed software tools and documentation developed for Fortune 500 companies

New Media Intern

Summer 2013

Rogers State University Innovation Center - Claremore, Oklahoma

- Consulted on digital marketing strategies for local small business owners and nonprofits
- Helped to prepare brand awareness and online marketing seminars for rural entrepreneurs
- Assisted with efforts to grow area businesses' online and social media presences

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EDUCATION

B.S. Radio-Television-Film, Games and Mobile Media Applications Program 2012 – 2016

The University of Texas at Austin - Austin, Texas

- Graduated with University Honors
- Business Foundations Program - McCombs School of Business
- Digital Arts & Media Certificate - Bridging Disciplines Program
 - Focus in Game Development

Data Analytics Program June – August 2017

General Assembly - San Francisco, California

Improved practical knowledge of data analysis in 12-week course using SQL, Tableau, and advanced Excel functions through intensive project-based work on datasets provided by Airbnb and Mozilla

SKILLS & ABILITIES

Data Analysis

Tableau, SQL, Excel, Python

Project Management

Agile/Scrum Development, Microsoft Project, JIRA, Confluence, Microsoft Office Suite, SharePoint, Google G Suite

Digital Media

JavaScript, HTML, Unity, Unreal, Maya, Photoshop, Avid Media Editor, After Effects

VOLUNTEER EXPERIENCE

Data Fellow January – June 2018

Delta Analytics - San Francisco, California

Selected into competitive fellowship program to provide pro bono data science services to nonprofit sector; assisting BBC Media Action international development group with advanced social media analysis

3D Volunteer October – December 2017

Streetmix 3D - San Francisco, California

Developed and integrated all 3D models for virtual reality version of popular urban design tool Streetmix, a Code for America project that allows anyone to design safer, better streets

Alternative Break Site Leader January 2015

Texas Hillel - Big Bend National Park, Texas

Led group of university students on weeklong service conservation trip to Big Bend National Park on the Texas-Mexico border; worked with National Park Service rangers on brush clearing and desert reclamation projects

Court Volunteer 2011-2012

Rogers County Youth Court - Claremore, Oklahoma

Helped administer community service hearings and sentencings as part of county initiative to reduce nonviolent youth offenses and promote local youth leadership

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AWARDS AND HONORS

E4U2 Grand Prize Winner **October 2015**

The National Academy of Engineering (NAE) - Washington, D.C.

Led Texas Student Television team that won \$10,000 Grand Prize for an animated video about augmented reality education in a competition hosted by the NAE; invited to annual conference in Washington to present to industry, academic, and government leaders

Oklahoma Academic All-State **May 2012**

Oklahoma Foundation for Excellence - Oklahoma City, Oklahoma

Selected as one of Oklahoma's top 100 students in 2012, the state's highest academic secondary education award

ADDITIONAL EXPERIENCE

Playtest & Quality Assurance Coordinator **February - April 2016**

Phaser Lock Interactive - Austin, Texas

Responsible for engaging with rapidly growing virtual reality (VR) community to generate feedback on in-development video game from local VR startup; analyzed playtester feedback and tracked and reproduced bugs

Treasurer - Electronic Game Developers Society **March 2015 - March 2016**

The University of Texas at Austin - Austin, Texas

Planned, budgeted, and paid for developer conferences featuring local industry speakers, in addition to other events and numerous hackathons and game jams featuring over 100 participants

Assistant Digital Media Director - Texas Student Television **2014 - 2015**

The University of Texas at Austin - Austin, Texas

Managed and directed work on animation and graphics, including an animated video project that won Grand Prize in the E4U2 video competition sponsored by the National Academy of Engineering

Committee Chair, Texas Homecoming – UT Student Government **2013 – 2014**

The University of Texas at Austin - Austin, Texas

Selected to lead committee to study event feasibility and planning requirements for instituting university-wide homecoming events as part of Student Government's homecoming program

Oklahoma Summer Policy Institute **Summer 2013**

Oklahoma Policy Institute - Tulsa, Oklahoma

Selected to attend annual summer conference to learn from and engage with state policy makers and analysts through workshops, panels, and presentations

Summer Intensive Courses **Summer 2012**

Vancouver Film School - Vancouver, British Columbia

Intensive coursework in digital design, 3D graphics, and animation; worked with a team of digital artists to produce animated video ads for local businesses using Photoshop, Maya, and After Effects

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Summer Fine Arts Courses

Summer 2011

Emily Carr University of Art and Design - Vancouver, British Columbia

Intensive coursework in the visual arts, including painting, drawing, and graphic novels; produced pieces across a variety of mediums and gained an understanding of shape language and color theory

SELECTED WORK AND PROJECTS

"Mapping Country Music's Politics"

September 2017

Data Analysis

- Independent study using SQL, Tableau, and Excel to continue developing quantitative analysis skills
- Compiled data from YouTube, Spotify, the 2010 US Census, and the Cook Political Report to analyze the politics, demography, and geography of the country music industry
- Final report featured on the official Medium blog and The Startup blog

"Project VAL"

January - May 2016

Virtual Reality Game

- Led small development team to create an immersive, narrative-driven virtual reality horror game
- Planned sprints, led daily stand-up meetings, tracked task progress, and organized development assets

"The Personalized Teacher"

Spring 2015

Animated Film

- Directed creation of humorous, children's book-style animated short about augmented reality education with Texas Student Television digital media team
- Won Grand Prize of \$10,000 in the National Academy of Engineering's (NAE) annual E4U Video Contest to educate about engineering's contributions to societal challenges
- Attended annual NAE conference in Washington, D.C. to accept award and meet with industry, government, and academic engineering leaders

"Expiration Date"

Fall 2014

Video Game

- Programmer and project manager on side-scrolling children's video game to educate about nutrition and balanced meals
- Led collaboration with artist and game designer to create entertaining, informative browser game for kids