

Carson Taylor

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PROFESSIONAL EXPERIENCE

Junior Project Manager - Electronic Arts **October 2016 – Present**

- Developed and deployed custom project management web tool in Javascript for department-wide product resource tracking
- Created interactive dashboards and visualizations for employee-project allocation data, enabling smarter hiring decisions, product investments, and project planning by department leadership
- Led program-level efforts to enhance usability and security of Perforce 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 - Electronic Arts **May - August 2016**

- Spearheaded project management efforts for user experience redesign of existing internal QA tool
- Created, maintained, and owned project charter, master schedule, and communication plan
- Worked with team members and project stakeholders across EA to approve milestones

Assistant Client Producer - CGBot, LLC **May 2015 - May 2016**

- Managed communication between internal art team and multiple client game developers
- Ensured delivery of assets on time and in budget to clients ranging from AAA to indie studios
- Assisted with creation and presentation of project financial estimates to clients
- Devised and maintained asset pipelines between internal and client art teams

Interactive Games Intern - 20th Century Fox **Summer 2015**

- Reviewed schedules, design docs, and art for PC/console titles using Maya and other tools
- Researched existing and past licensing contracts for Fox's movie and television IP in video games
- Extensive use of Excel to analyze market research data

Intern - Chaotic Moon Studios **Spring 2015**

- Managed company's volunteer team during SXSW events
- Tested and reviewed end user software documentation developed for Fortune 500 companies

SKILLS & ABILITIES

Agile/Scrum Development, Microsoft Project, JIRA, Confluence, Excel, Tableau, SQL, Python, JavaScript, Microsoft Office Suite, Google Business Apps, HTML, Avid, Unity, Unreal, Maya, 3DS Max, Photoshop

EDUCATION

The University of Texas at Austin **2012 - 2016**

- B.S. Radio-Television-Film - *Games and Mobile Media Applications Program*
- Business Foundations Program - McCombs School of Business
- Digital Arts & Media Certificate - Bridging Disciplines Program
 - o *Focus in Game Development*

General Assembly – San Francisco **June – August 2017**

- 12-week course in Data Analytics

ADDITIONAL EXPERIENCE

Data Fellowship – Delta Analytics **January 2018 - Present**

- Providing pro bono data science services to BBC Media Action international development charity group

Volunteer QA / Playtesting Coordinator – Phaser Lock Interactive **February 2016 - April 2016**

- Responsible for monitoring and recording feedback of volunteer playtesters for VR studio

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

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

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

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