

# Anuja Parikh

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<b>OBJECTIVE</b>	To obtain a full-time position as a games producer	
<b>WORK EXPERIENCE</b>	<b>Associate Producer, Casual Games, Disney Interactive Media Group, North Hollywood, CA</b>	07/08 to Present
	<ul style="list-style-type: none"><li>Produce and design casual flash games for Disney.com, Disney XD, and various business unit sites. To date, I have launched 5 games successfully, and have another 2 in development.</li><li>Work on all aspects of game production from start to finish, including brainstorming and pitching game concepts, obtaining legal clearances and brand approval, identifying, contracting, and managing external developers, and working with the QA, localization, engineering, and publishing departments to launch the game</li><li>Develop schedules, and manage asset/information flow between internal departments, external business units, and outside developers to ensure a timely delivery, while adhering to the established budget</li><li>Lead on defining objectives and deliverables, driving the creative process, and communicating and promoting the project vision</li></ul>	
	<b>Graduate Associate Game Designer, Disney Interactive Studios, Glendale, CA</b>	01/08 to 06/08
	<ul style="list-style-type: none"><li>Designed and pitched video-game concepts for new and existing Disney IP for the Creative Development Department</li><li>Drafted design documents and collaborated with artists to develop game pitches</li><li>Provided design feedback on several games including <i>Ultimate Band</i> (Wii). Credited on <i>Disney Think Fast</i> (Wii/PS2)</li></ul>	
	<b>Teaching Assistant, Fundamentals of Entertainment Technology, E.T.C., Pittsburgh PA</b>	08/07 to 12/07
	<ul style="list-style-type: none"><li>Assisted graduate students, graded assignments, and organized educational field trips for a 46-person course that covered entertainment and video-game history and analysis, as well as interpersonal presentation and communication skills.</li></ul>	
	<b>Associate Producer/Game Design Intern, Etcetera Edutainment, Pittsburgh, PA</b>	05/07 to 08/07
	<ul style="list-style-type: none"><li>Served as one of two designers on the initial prototype and concept team for an educational training simulation using 3D video game technology. Conducted extensive background research, prepared design documents and used in-house level editor</li><li>Designed and produced a casual game using a unique platform involving both virtual and real space</li><li>Developed a data collection and evaluation methodology for determining effectiveness of current and future training simulations</li><li>Participated in brainstorming and design meetings on several edutainment projects</li></ul>	
	<b>Research Specialist/Click! Game Project Coordinator</b>	01/03 to 08/07
	<i>University of Pittsburgh Center for Learning in Out-of-School Environments, Pittsburgh, PA</i>	
	<ul style="list-style-type: none"><li>Developed, implemented, and coordinated an educational research project called Click! Urban Adventure, a live-action role-playing game for 84 middle school girls, with a team of designers, programmers, writers, teachers, and students</li><li>Served as project lead in evaluating and user-testing Click! and the Children's Museum of Pittsburgh web-games</li><li>Hired, managed, and trained 21 college students as mentors for Click!</li><li>Designed, conducted, and analyzed research involving games, museums, informal learning, and robotics for children and families</li></ul>	
<b>PROJECT EXPERIENCE</b>	<b>Game/Experience Designer, The Pillow Machine: Sweet Dreams</b>	08/07 to 12/07
	<i>Clients: Give Kids the World (GKTW) Village and Bob's Space Racers</i>	
	<ul style="list-style-type: none"><li>Created a memorable experience through a themed installation, virtual characters, game-play, and a physical souvenir for children with life threatening illnesses and families at the GKTW village in Orlando, FL</li><li>Responsibilities included game design, concept development, recording voiceovers and sound effects, user-testing, documentation, and web design</li></ul>	
	<b>Producer, Game Designer, The iLit Project, Clients: Carnegie Mellon University Libraries</b>	01/07 to 05/07
	<ul style="list-style-type: none"><li>Developed a series of 4 Flash-based mini-games that taught aspects of information literacy to college students</li><li>Dealt with all administration and coordination issues between team, advisor, clients, and outsourced help</li><li>Maintained timeline, task list, documentation, and developed game content and mechanics</li></ul>	
<b>EDUCATION</b>	<b>Carnegie Mellon University, Pittsburgh, PA</b>	Received: 05/08
	<i>Masters of Entertainment Technology, Entertainment Technology Center (E.T.C.)</i>	
	<b>University of Pittsburgh, Pittsburgh, PA</b>	Received: 12/04
	<i>Bachelor of Science in Psychology, Cum Laude, and Women's Studies Certificate</i>	
<b>COMPUTER SKILLS</b>	<b>Proficient in:</b> Microsoft Office and Project, SharePoint, Photoshop, Dreamweaver, HTML, QuickTime Pro <b>Basic Knowledge of:</b> Flash, Audition, Final Cut Pro, Perforce, Eclipse, Visio, Java, C++	
<b>AWARDS &amp; ACTIVITIES</b>	<b>Tutor/Volunteer, Disney VoluntEARS</b>	10/08 to Present
	<b>1st &amp; 2nd Year Representative, ETC Student Council</b>	10/06 to 05/08
	<b>1st Place, Serious COTS Boggle Contest, Game Developers Conference (GDC)</b>	03/2007
	<b>Events Coordinator, Network of Indian Professionals (NetIP) Pittsburgh Chapter</b>	02/04 to 05/07
<b>PUBLICATIONS</b>	<i>Available at www.itsanuja.com, or upon request</i>	