

ANDERSEN PINCKNEY

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Image: A photo I took from a canyon peak
Cheyenne Canyon, Colorado Springs, CO

Summary

An ambitious team lead with eight years of experience working in games and software. Shipped six commercial projects, three indie projects, and won Ubisoft's 2019 international Game Lab Competition. Worked as a Lead Unity Developer, Technical Project Manager, Executive Production Coordinator, and currently a Production Coordinator for Rockstar Games. Current work includes project management, priority management, and reporting to company stakeholders. Adjunct professor at Champlain College since August 2021.

Education

Game Design BS || Data Science Minor

- Champlain College, Burlington VT, May 2020
 - 3.9 GPA || President's List || Trustee Scholar
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Skills

- Technical project management
- C# engineering
- Unity engine
- Business development
- Jira, GitLab, Redmine
- Scrum Master certified (CSM)
- Version control
- Game design
- UX design
- Data science
- CI/CD pipelines
- Test-driven development
- Adobe, Microsoft, and Google suites
- Active communication
- Public speaking
- Three years in product specific sales
- Mountain burger extraordinaire

Work Experience

Production Coordinator || *Rockstar Games*

Jan 2022 - Current || Team: Social Club

- Provides detailed technical project management for existing services and new content
 - Coordinates efforts spanning multiple development teams to deliver projects on a deadline
 - Organizes data sets to create a variety of reports and visuals communicated to company stakeholders
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Executive Production Coordinator || *DoD Platform One*

Jun 2021 - Dec 2021 || Project: Iron Bank & Platform One

- Managed hundreds of tickets on a daily basis to coordinate hardening efforts on over 800 containers
 - Coordinated improvements to onboarding efforts across value streams servicing thousands of developers
 - Lead technical, architecture, and design meetings to discuss organizational goals and structure
 - Designed journey maps and consumer workflows communicating processes within value streams
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Lead Unity Developer || *Saber Astronautics*

May 2020 - Current || Project: Space Cockpit

- Deployed the first ever Unity application to secured military networks: JWICS, SIPR, and NIPR
 - Designed, architected, and fully implemented new features on three of Saber's international projects
 - Worked on a GitLab CI/CD pipeline with Kubernetes clusters and deployments
 - Developed features on international cloud-based software for real-time space operations
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CEO || *Out of Context Games*

Dec 2017 - Sept 2018 || Project: Trumped Tweets

- Created a custom party game using real tweets as playing cards to answer fake journalist questions
- Won thousands of dollars from several collegiate business and pitch competitions
- Aired several times on live television to demonstrate product gameplay to potential consumers