

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 four commercial projects, three indie projects, and won first place in the 2019 Ubisoft Game Lab Competition. Worked as a Lead Unity Developer, Technical Project Manager, Executive Production Coordinator, and currently a Scrum Master for a team of 30. Current work focuses on coordinating cross-value stream efforts, managing Iron Bank's Repol ticket system, and leading onboarding efforts. Adjunct professor at Champlain College.

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
- Business development
- Jira, GitLab, Redmine
- Scrum Master certified (CSM)
- C# engineering
- Version control
- Unity engine
- Unreal engine
- 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

Scrum Master || *DoD Platform One*

June 2021 - Current || Project: Iron Bank & Platform One

- Manages hundreds of tickets on a daily basis to coordinate hardening efforts on over 800 containers
 - Coordinates improvements to onboarding efforts across value streams servicing thousands of developers
 - Leads technical, architecture, and design meetings to discuss organizational goals and structure
 - Designs 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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Product Owner & Lead Designer || *Early O'Clock Prod.*

January 2019 - May 2019 || Project: Descent of Champions

- Competed and won the international Game Lab competition held by Ubisoft in Montréal, Canada
 - Created a game where spectators could interact with the players in real-time with a custom built website
 - Collaborated with Ubisoft's industry professionals to rapidly iterate in a short time span of ten weeks
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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