



## Nina Park

Producer & Project Manager

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### Objective

To utilize my project management skills in order to produce quality, innovative games.

### Awards and Accolades

- Fujian Trader's 2015 successful Kickstarter campaign - <http://kck.st/17geBzC>
- Grow: The Organic Building Game's successful Kickstarter campaign - <http://kck.st/1pnhvYA>
- The Legend of Hart's Hollow - Best Global Game Jam of SCAD 2013

### Skills

- Project Management
- Game Design
- 3D Modeling and Texturing
- Proficient in Autodesk Maya, Photoshop, Unreal 4 Engine, and Unity
- Experience with C++ and After Effects

### Education

Savannah College of Art and Design

BFA - Interactive Design and Game Development. GPA of 3.77

2010 - 2014

### Experience

CriKeT Games LLC, Thinking Past LLC - Freelance Project Manager

<http://www.growboardgame.com/> | <http://www.thinkingpast.com/>

June 2014 - current

- Planned and launched a successful Kickstarter campaign for Grow: The Organic Building Game - <http://kck.st/1pnhvYA> and Fujian Trader - <http://kck.st/17geBzC>
- Collaborated with a team of 3-5 to devise marketing strategies for both before and during campaign
- Wrote press releases and organized meetings with press
- Interacted with fans both online and in person

Polybot LLC - Producer on Legend of Hart's Hollow

<http://hartshollow.tumblr.com/>

June 2013 - June 2014

- One of 2 producers managing a team of 40, focusing on the 3D artists, animators, and sound designers
- In charge of onboarding new team members and teaching them the programs used
- Promoted the game at IndieCade to industry professionals
- Created a Kickstarter marketing plan

Land Navigation - Producer

January 2014 - June 2014

- Producer of a team of 7
- Created a serious game that teaches players land navigation skills using a compass and pace beads
- Set up organizational infrastructure that supported the large scale of the level
- Primarily responsible for creating milestones and communicating those to teammates

Oculus Escape (Oculus Rift Project) - Design Intern

<http://burstingbrains.org/>

May 2013 - July 2013

- Worked with a team of 20 to create a playable demo which promoted the company's name at Rooster Teeth Expo 2013
- Designed game mechanics and communicated them to the programming team