

Technical Producer

SUMMARY: 10 years of experience in the software industry, as a Producer, Quality Assurance Manager, and Designer. This experience included writing specs, project plans, test plans, schedules and managing day-to-day communication with clients, supervisors, team members, and assistants. Worked at educational technology companies: Scholastic, Distance Learning, Black Hammer Productions, and SchoolNet; and game companies: Hyperspace Cowgirls and Bottle Rocket.

- **MFA in Computer Arts from the School of Visual Arts**
- **10 years of experience in software production**
- **6 years of experience in educational technology**
- **The most recent 3½ years spent contributing to educational technology projects at Scholastic**

EDUCATION:

MFA Computer Art, School of Visual Arts, New York, NY, 1999

BA Fine Art, Hampshire College, Amherst, MA 1995

Continuing Education, NYU, New York NY, 2002, 2006, 2008

Courses: Macroeconomics, MBA Fundamentals, SQL Programming Language, Transitioning to Management

TECHNICAL SKILLS:

Operating Systems: Windows, Mac OS, Unix/Linux

Databases: SQL/MySQL

Application Packages: MS Excel, MS Project, MS Word, Powerpoint, Acrobat Reader, Visio, Fetch, SourceSafe, DeBabelizer, Director, Dreamweaver, Flash, GifBuilder, Illustrator, ImageReady, Media100, Photoshop, Poser, Premiere, ProTools, QuarkXPress, SoundEdit

Programming Languages: Perl/CGI, Java, C, Lingo, JavaScript, CSS, HTML

EXPERIENCE:

Educational Technology

Scholastic Inc., New York, NY

January 2006 – August 2009 (3 years 7 months)

Technical Producer for *READ180* Software Product

March 2008– August 2009 (1 year 6 months)

- Wrote business documents for new products and features
- Managed and led cross-departmental meetings and communications with developers, third party vendors, the QA staff, writers, editors, the marketing staff, the research department, and technical support.
- Ensured that goals were clearly conveyed and implemented

Maintenance Producer for *READ180* Product Suite

January 2006 – March 2008 (2 years 1 month)

- Managed ongoing engineering support for *READ180* product suite
- Evaluated day-to-day issues that were referred to Engineering by Tech Support
- Managed internal and external QA and Development resources for field issues
- Maintained strong communication channels with the Tech Support group

Distance Learning, Inc., New York NY

November 2005 – January 2006 (3 months)

Quality Assurance Engineer

- Performed manual and automated testing, and troubleshooting
- Provided customer support on issues escalated by Account Managers

Eva Weiss eva_weiss@hotmail.com (347) 277-6026

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Black Hammer Productions, New York, NY **October 2005 – November 2005 (2 months)**

Quality Assurance Tester (Freelance)

- Provided functional testing for Scholastic's ReadAbout software product

SchoolNet, New York, NY **June 2002 – August 2005 (3 years 2 months)**

Quality Assurance Engineer (Lead Role)

- Trained a dozen Quality Assurance testers on products, procedures and methodologies
- Wrote and implemented extensive test plans
- Managed communication to account managers, product managers and technology

Games

Hyperspace Cowgirls, New York, NY **October 2001 – May 2002 (7 months)**

Associate Producer

- Assisted in the production of Game Boy Advance and CD-ROM game titles

Bottle Rocket Inc. a subsidiary of ACTV.com, New York, NY **July 1999 – June 2001 (2 years)**

Associate Project Manager

August 1999 – June 2001 (1 year 11 month)

- Wrote the functional specification of BR's first multiplayer system
- Produced a 6-month project for Noggin.com, consisting of a game and admin tool
- Estimated budgets and timeframes for proposed projects
- Wrote extensive functional specs and project plans for original game concepts
- Produced multiple web-based sports trivia games

Client Side Developer ("Site Builder")

July 1999 (1 month)

- Implemented html and client-side functionality

Teaching

NYU, Continuing Ed. Dept, New York, NY **February 1999 – June 1999 (5 months)**

Teaching Assistant (for class: "Creating a World Wide Web Server")

- Responsibilities included teaching two 9-hour sessions (Intro to Perl/CGI) of class

Other Experience

School of Visual Arts, MFA Computer Art Dept., NY **June 1998 – December 1998 (6 months)**

Web Master

- Assisted students with software, programming and web development
- Assisted the systems administrators with maintenance tasks of 3 web servers
- Wrote CGI scripts and modified existing CGI scripts as needed
- Designed web sites:
 - WEB SITE: <http://www.sva.edu/mfacad/>
 - WEB SITE: <http://www.sva.edu/mfacad/salon/index.html>
 - WEB SITE: <http://www.sva.edu/dataphiles/index.html>

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Freelance Web Sites

January 1999 – June 1999 (6 months)

Visual Design

- Designed homepage for software company: www.tallsoft.com
- Designed homepage for Chair of MFACA Dept.: www2.sva.edu/~bruce

Leonardo, New York, NY

July 1998 –August 1998 (2 months)

Proofreader

- Assisted with proofreading for academic journal of computer arts

R/GA Interactive, New York, NY

June 1998 –July 1998 (2 months)

QA Tester

- Assisted with functional testing of CD-ROM title “Wondrous Journey”

Women Make Movies, New York, NY

September 1997 – June 1998 (10 months)

Assistant to Marketing Director

- Assisted with Marketing Director with desktop publishing and clerical duties

Jeffrey Leder Inc., New York, NY

March 1997 – July 1997 (4 months)

Assistant to Design Department

- Assisted with design and other support duties