

ERIC S. CAGLE

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Summary

Game industry veteran with over 20 years working in all aspects of roleplaying, card, board, mobile app development, video games, and virtual tabletop—project management, game design, development, writing, editing, prototyping, printing, shipping and administration.

Project Manager (D20PRO Virtual Tabletop)

Mesa Mundi, Inc, Sharon, MA (Contract; September 2015-present)

- Project manage for the D20PRO Virtual Tabletop Gaming System
- Convention and trade show planning plus vendor relations
- Manage a diverse remote team using Agile/Scrum methodology
- Design UX and UI for a variety of games, game tools, and other software projects

Lead Game Designer / Producer

Lifeform Entertainment, Bainbridge, WA (Contract; February 2011—September 2015)

- Design UI, write Game Design Document (GDD) and create innovative mechanics for entertainment apps, game utility apps, and casual/social games for iOS and Android
- Create prototypes and wireframes for game design and menu flow
- Project management for design, code, art, and testing teams using Scrum methodology

Associate Game Designer

Griptonite (Now Glu Mobile), Kirkland, WA (Contract; May 2010—December 2010)

- Designed UI, GDD, wireframes, and game mechanics for upcoming iPhone game
- Wrote story and dialogue elements, campaign setting, monetization and rewards system
- Coordinated with Producer and production team using Agile/Scrum

Editor-In-Chief (No Quarter Magazine)

Privateer Press, Bellevue, WA (July 2006—March 2010)

- Project managed *No Quarter's* schedule, editing, photography, artwork, and writing
- Commissioned freelance writers and artists for content, artwork, and editing

Interactive Scriptwriter / Content Writer / Game Designer

Chromed, Seattle, WA (July 2007—August 2010)

- Wrote story arcs and dialogue for a story-driven, web-based video game *March 32nd*
- Map levels, flowchart story elements, manage story arcs

Content Writer / Editor

Microsoft Game Studios (Contract—Vult Services), Redmond, WA (January—June 2006)

- Wrote and posted news, game play advice, and story material for internal and third party video game websites. Assisted in localization of titles
- Content writing, editing, and site maintenance for the following Xbox, Xbox 360, and PC titles: *Gears of War*, *Rise of Legends*, *Forza Motorsports*, and *Zoo Tycoon 2*

Content Writer / Game Designer

Smith and Tinker, Bellevue, WA (Contract, May 2008—October 2009)

- Developed background material, character dialogue, and story elements for the combined handheld/web-based game *Nanovor* (8-13 year old male market)

Content Writer / Game Designer

Flowplay, Seattle, WA (Contract, November 2007—February 2008)

- Wrote story arc and dialogue for *ourWorld* gaming site (10-13 year old female market)
- Designed interactive locations and new games, including the creation of art orders

Game Designer / Editor / Writer

Wizards of the Coast (Hasbro), Renton, WA (June 1995—May 2005)

- Designed, tested, edited and wrote game products, online adventures, and tactics articles including: *Dungeons and Dragons*, *Star Wars Roleplaying Game*, and *d20 Modern*
- Worked with licensors, including Lucasfilm and Blizzard Entertainment
- Designed *Risk 2210 A.D.* online demo for the Wizards of the Coast website

Related Skills

- Proficiency in Microsoft Office Suite, Adobe Creative Cloud Suite (Photoshop, InDesign, and After Effects)
- Strong project management skills and experience managing remote teams
- Experience with JIRA, Trello, and other Project Management applications

Education

Southern Illinois University at Carbondale, IL—1990-1993

B.A. Radio/Television Production (Corporate Video Production), Minor: English