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### SOFTWARE PROFICIENCY:



### WORK EXPERIENCE:



**Cyrion Software, Baton Rouge, LA** –A software company that develops point-of-sales business solutions for sign printing companies around the world. I've been working on a project code named Falcon from 01/11-Present

**“Project Falcon”**-a cloud based business management suite targeted at small to midsize digital sign companies intended to be extremely user friendly and intuitive for the end user created using Microsoft Silverlight

Title: Software Producer

- Implement the Scrum process and serve as Scrum Master to the development team
- Apply knowledge of video game-style user experience design techniques to Project Falcon
- Observe representative users on the job and apply feedback to the development of Project Falcon in real-time



**360Ed, Orlando FL** –A video game development studio that creates educational software in partnership with Florida Virtual School. I worked on the following four PC Games while employed there from 08/08 – 03/10

**“New Product Development”**-2 simultaneous unannounced 3D game projects, one for grades 7-10

Title: Art Production Manager

- Managed four person art team on concept phase of simultaneous 3D game projects
- Oversaw creation of new characters and environments for existing intellectual property
- Prototyped game-play layout for levels on simultaneous projects
- Worked with story writer to ensure plot elements of both games were demographic-appropriate

**“Conspiracy Code: Mindbender”**- 3D PC-adventure game, intended to promote new literacy grades 9-12

Title: Art Production Manager

- Scheduled tasks and tracked assets for an art team using Scrum across all phases of development
- Liaised with external team of educators to ensure pedagogy met education standards
- Constructed game worlds in Maya, including design and implementation of game play objectives
- Created animatic content delivery sequences in Adobe After Effects
- Managed construction of playable game demo
- Created trailer for the game in Adobe After Effects

**“Conspiracy Code”**- 3D adventure game for the PC that teaches a full course in 10<sup>th</sup> Grade American History

Title: Producer

- Constructed game worlds in Maya, including design and implementation of game play objectives
- Worked with external subject matter experts to ensure content quality and accuracy
- Managed construction of downloadable game demo
- Created trailer for the game in Adobe After Effects
- Producer in charge of live beta team

### EDUCATION:



**Florida Interactive Entertainment Academy, Orlando, FL**  
Master of Science - Interactive Entertainment

Winter 2008  
GPA: 3.8



**University of South Florida, Tampa, FL**  
Bachelor of Arts - Studio Art

Fall 2006  
USF Honors Program (1998-1999)

### INTERESTS/HOBBIES:

Drawing, Photography, Auto customizing/restoration, Collecting and playing obsolete game consoles, Tabletop RPGs