

# Ian Hamilton McEwan

[www.ihmgames.com](http://www.ihmgames.com)

## SUMMARY

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Senior Associate Producer with extensive and diverse experience. Excellent track record in developing high quality games of all sizes on numerous platforms. Skills working with small, large, offsite, and outsourced teams. Experience developing AAA, casual, mobile, and indy game titles.

## OBJECTIVE

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Seeking a production, or project management, position in the game industry.

## EXPERIENCE

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### 2XL GAMES, INC.

Apr 2007—Present

Associate Producer

3.5 years

#### 2XL TROPHYLITE: Rally

Producer

*iPhone, iPod Touch, iPad*

#### 2XL Fleet Defense

Producer

*iPhone, iPod Touch*

#### BAJA: Edge of Control

Associate Producer

*Xbox360, Playstation 3*

#### 2XL Supercross

Producer

*PC*

#### 2XL ATV Offroad

Producer

*iPhone, iPod Touch*

#### X Games SnoCross

Producer

*iPhone, iPod Touch*

#### 2XL Supercross 2009

Production Assistant

*iPhone, iPod Touch*

- Day-to-day tracking and communication to team of all art, design and programming tasks company wide
- Manage and maintain project schedules; work with art, design and programming leads to produce project schedules
- Communicate and oversee development of milestone-deliverables and project-tasks
- Develop and maintain task tracking documentation using: Microsoft Project, Excel, Visio, FileMaker, web-forums and WIKIs
- Implement and maintain 2XL Development WIKI
- Write game design documentation; including scope docs, feature design docs, level feature docs, UI flowcharts, achievement lists, help docs, asset lists, and more...
- Licensing and in-game advertising; manage contact information for 400+ game sponsors and 150+ racing teams
- Develop and maintain a licensing and marketing web-forum to communicate with high profile companies (Ford, GM, Toyota...)
- Manage game Quality Assurance and bug-tracking documentation
- Coordinate and manage communication between 2XL and art outsource studios (based internationally and nationally)
- Implement and maintain the 2XL Outsource Wiki to easily communicate asset specs, requirements and timeframe
- A primary liaison between 2XL and Public Relations company; coordinate the creation of marketing materials
- Manage and track studio dev console and dev software inventory
- Organize focus groups during game development
- Manage EFIGS localization of all game text with localization studio
- Oversee and coordination creation of the 2XLGames.com website with a web development studio
- Communicate up to date information on studio wide decisions and project scope changes to entire team

### TEABAG GAMES, LLC

Apr 2005—Oct 2007

Project Manager / Game Designer

2.5 years

#### Shatter

Project Manager / Game Designer

*iPod, Web*

#### Circuit Swap

Project Manager / Co-Game Designer

*Mobile Phones, Zune, Web*

## Magnets

Project Manage / Game Designer  
Mobile Phones, Web

## Texxacon Mobile

Project Manage / Game Designer  
Mobile Phones, Web

- Oversaw 10 employees
- Designed and wrote game design documents for 8 game titles
- Managed the development schedule of all active projects
- Developed and maintained all development documentation
- Implemented and maintained studio development web-forum and WIKIs
- Oversaw and coordinated creation of Teabag Games website
- Performed recruitment and job screening duties
- Developed pitch documentation
- Game pitching to publishers and casual game web portals

## INDY EXPERIENCE

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### SUBSIST

Mar 2006—Oct 2007

Project Lead / Game Designer

1.5 years

Subsist is a multiplayer mod for Half-Life 2.

- Oversaw 24 team members based across the globe: US, China, Denmark, UK, Australia...
- Developed and maintained all task tracking documentation
- Development and maintained all game design documentation
- Implemented and maintained project web-forum and WIKI for easy communication between all members
- Created asset catalogs, programming pipelines and task lists
- Constant coordination with respective art, level design and programming leads to assure a steady pipeline
- Oversaw development and maintenance of Subsist webpage
- Performed recruitment and job screening duties
- Managed and released promotional media to create awareness

## PROFICIENCY

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- Adobe Dreamweaver
- Adobe Illustrator
- Adobe Photoshop
- Microsoft Access
- Microsoft Office
- Microsoft Project
- Microsoft Visio
- FileMaker Pro
- Fundamental knowledge of C++, Java, VB 6.0, VB.net
- HTML
- Experience in large and small team environments
- Experience managing game development on consoles
- Experience managing casual game development
- Experience working with outsourcing studios
- Experience working on milestone deliverable based schedules
- Fully fluent in French

## EDUCATION

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### UNIVERSITY OF ADVANCING TECHNOLOGY

2004—2008

- Graduated Magna cum Laude
- Alpha Beta Kappa National Honor Society Member
- National Dean's list 2005-2007

**Bachelor's of Science in Technology Commerce**  
Major in Technology Management

**Bachelor's of Science in Software Engineering**  
Major in Game Programming

**Bachelor's of Art in Multimedia**  
Major in Game Design