Sara Krause

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Program Manager—Video Game Development

Sony Playstation | Microsoft Xbox 360 | Nintendo Wii

QUALIFICATIONS

- **Key contributor on 13 commercially-successful games, including 3 award-winning titles (the NOVA series) that have sold over 10 million copies worldwide**
- **Superior project management skills and ability to guide teams of creative, technical, and testing personnel to get high-quality game releases out the door on time**
- **Game animation expertise, enhanced by engineering background and 15 years of hands-on experience in 3D modeling (3D Maya) and light-mapping techniques**

PROFESSIONAL EXPERIENCE

Manager (Program Management) Seattle, WA
Mobius Computer Entertainment 2005-Present

- Concurrent with position below, hold program management role for NOVA-4 game development project, providing continual support across all disciplines to meet the needs of the studio and ensure game delivery within time/budget parameters.
- Developed initial Beta Milestone schedule that was adopted by the entire studio.
- Managing the preparation of game levels for Mobius Focus Testing by tracking critical internal features and bugs required to be completed prior to each test.
- Currently guiding each level production team through a series of buyoff reviews for Internal Director approval, prior to Gold submission to Mobius Quality Assurance.

Senior Art Manager Kirkland, WA
YoYo Interactive (acquired by Mobius in 2006) 2005-Present

- Assist the Art Director in implementing his vision for each game by providing art team with all necessary plans, schedules, and assignments. Responsible for reviewing 3D Maya models for technical accuracy, documenting best practices and lessons learned, as well as holding all artists accountable for producing quality work.
- Developed an innovative process plan for outsourcing art assets through the Mobius San Diego Product Development Services Group. For 3 days, hosted a team of Project Managers from San Diego to document the outsourcing process, starting with product definition of downloadable content.
- Coordinate art content review and the art approval process with Producers and Studio Directors before each major milestone. For the NOVA-4 Alpha Milestone, conducted 51 separate level reviews and documented all issues to be addressed before Beta.
- Track individual tasks and review content with Art Leads on a weekly basis, focusing on level and asset art polish, level memory, and game frame rate issues; mentor all game artists in resolving tool chain or game engine blocking issues.
- Created web-based training materials to share internal tools and best art practices.

- Interact daily with studio managers to identify/resolve problems with product scope and refine the content creation process from pre-production to final completion.
- Outstanding track record of staff retention based on a "tough but fair" leadership style built around constructive performance reviews, mentoring, career development, and the implementation of performance improvement plans, when needed.
- Recently proposed an improvement to the lightmapping process to expose the changelist number for level lightmaps and expedite the process of closing bugs.
- Support all Game Producers with international bug database triage, as well as bug creation for the cross-discipline strike teams.
- Managed company's Art and Design groups for 7 months in absence of a dedicated Design Manager; led groups of 12-24 artists on several shipped game titles.

Game Environment Artist Redmond, WA
YoYo Interactive 1996-2005

- Created realistic and imaginary game environments including 3D terrain, 3D prop assets, and associated 2D textures; developed special effects for weapons and vehicles, in-game sequences, player actions, and dynamic objectives. All animations were created using both Maya and internal scripting tools.

GAME TITLE PORTFOLIO

- NOVA-4: (currently in development)
- JAG: Jungle Action Game (Dec 2009), PS3
- NOVA: US Command - Ground Assault (Nov 2006), PS2
- NOVA: US Command – Air Assault (Nov 2005/2006), PSP
- MechBattle 3: Harvest Moon (1999), PC
- MechBattle 3 (May 1999), PC
- NOVA-3: US Command - Stealth (Oct 2005), PS2
- NOVA-2: US Command (Nov 2003), PS2
- NOVA: US Command (Feb 2002), PS2
- Underearth Guild (Sept 2000), PC
- Reconnaissance (1999), PC
- Joint Fighter: Dogfight (Dec 1998), PC

ADDITIONAL EXPERIENCE

Senior Engineering Designer | XKY Advanced Simulation Bellevue, WA: 1993-1995
Design Engineer | Lockheed Martin Seattle, WA: 1991-1993
Mobile Software Developer, Owner | Ultrasonica Seattle, WA: 2005-2010

EDUCATION & ADDITIONAL INFORMATION

B.S. Mechanical Engineering, Northern Maine University, Augusta, ME
Animation Training Certificate, Gamer Studios, Santa Barbara, CA

Computer proficiency includes: Microsoft Project, Microsoft Excel, and the usage of social media sites (e.g. Facebook, LinkedIn, Twitter) for employee recruiting purposes