19yy-yy-yy
Dons Lesec, Nicholas Stefane

Digital Producer at Guthy-Renker
Los Angeles, California
Online Media

Summary

Highly motivated digital professional seeking to apply analytical skills, passion for process, and executional expertise to deliver high-quality products.

Experience

Digital Producer
Guthy-Renker
July 2013 – Present (1 year 7 months)Santa Monica, CA
-Partner with business stakeholders to synthesize quantitative and qualitative data into solution-oriented projects that elevate the customer experience
-Sync technical and resource constraints with business goals to determine realistic delivery timelines
-Compile business requirements and dependencies into comprehensive and actionable documentation
-Work daily with cross-functional teams that span design, development and testing to execute Demandware E-commerce projects in alignment with business goals
-Coordinate User Acceptance Testing (UAT) for business stakeholders
-Map digital initiatives into a digestible and highly visible roadmap for executive review
-Constantly re-evaluate product priorities as the marketplace/technology/company strategy/competition evolves
-Spearhead digital process transformation from Waterfall to Agile
Associate Producer
Jet Morgan Games
March 2013 – July 2013 (5 months)Rolling Hills Estates, CA
-Coordinate artists, programmers and designers to develop engaging and robust games for web and mobile platforms
-Handle all aspects of pre-production. This includes the creation of project proposals, Game Design Documents, UX wireframes, project budgets and timelines.
-Manage project repository of information through the creation of Confluence wiki pages
-Task out and track team responsibilities via Jira task-tracking software
-Ensure the timely delivery all project milestones and write up supplementary build notes
-Manage client relationships and implement project feedback
-Oversee QA and localization processes

-Constantly communicate project status updates to all stakeholders

Trade Marketing Coordinator
THQ
May 2012 – January 2013 (9 months)Agoura Hills, CA
-Manage and distribute marketing assets (including trailers, screenshots, box art, sell sheets, and newsletters) to the retail channel
-Follow up with accounts to ensure asset posting on retail websites
-Serve as primary point of contact for trade marketing channel regarding title content, online promotions, release dates, pricing and more.
-Formulate and execute THQ Trade Show exhibits within budget specifications
-Track all Trade Show expenses and key learnings for comprehensive post-mortem analysis and presentation
-Seek cost-effective services that increase brand visibility at consumer point of purchase
-Proactively assume metric-driven research projects to inform strategic trade marketing initiatives
-Question and modify traditional job practices to increase day-to-day efficiency

Quality Assurance Tester
2K Games
March 2012 – May 2012 (3 months)Northridge, CA
-Identify and catalogue software bugs via ad hoc testing
-Complete defect checklists to ensure critical software integrity
-Verify developer fixes through comprehensive regression testing

Certifications

Certified Scrum Master(Link)
Scrum Alliance, License 000342525
July 2014 – July 2015
Certified Demandware Developer(Link)
Demandware
October 2013 – Present

Education

University of California, Los Angeles
Bachelors in Letters and Science, History, 3.5
2006 – 2009
At UCLA, I studied the rich history of dozens of civilizations. From Southeast Asia to classical antiquity, I learned of all the different ways that mankind share a common heritage. Through thousands of pages read and hundreds of pages written, I developed the analytical skills necessary to think critically in the modern world.
(Open)1 honor or award

The Los Angeles Film School
Associate of Science, Game Production, 3.99
2010 – 2012
Learned practical skills related to the gaming industry, including object-oriented programming in Actionscript and Javascript, art asset production in Maya, UDK, Abobe

Illustrator, and Photoshop, audio production with Pro Tools, systems design, level design, and game design in Flash and Unity.

Honors & Awards
3-time Dean's Honor List Recipient
UCLA
The Dean's Honors list recognizes high scholastic achievement in any one term. The following criteria are used to note Dean's Honors on the student records:
1) a 3.75 GPA in any one term with at least 12 graded units and no grade of NP or I or
2) a 3.66 GPA and at least 56 grade points during the term, with no grade of NP or I.
Valedictorian
The Los Angeles Film School
Graduated top of my class.

Volunteer Experience & Causes

Volunteer
Eisenhower Medical Center
June 2004 – August 2004 (3 months)Health

Courses

The Los Angeles Film School
    - Global Game Studies
    - The Business of Games
    - Game Art 1
    - Analog Game Theory
    - Applied Math and Logic
    - Game Programming 1
    - Game Audio
    - Game Art 2
    - Game Programming 2
    - Game Design 1
    - Level Design
    - Game Assets
    - Game Design 2   - Project Management
    - Game Preproduction
    - Game Production 1
    - Game Production 2
    - Game Production 3

Projects

Within(Link)
October 2011 – October 2011
In this small flash game, you navigate the memories of times passed, where your only goal is to reach the door to your next thought. With clever levels and a creative combination of classic platforming elements, Within offers a fresh spin on the time-honored genre.
This is a two-week game design assignment from the Los Angeles Film School's Game Production program.

Out of Body(Link)
January 2012 – March 2012
First 3D game final project made in the LA Film School. Worked as Designer, Artist, and QA.