**SHAWN SHARP**

[www.sharpcreativesolutions.com](http://www.sharpcreativesolutions.com/index.html)

[ShawnESharp@Gmail.com](mailto:ShawnESharp@Gmail.com) Mobile: 425-463-5976

[LinkedIn Profile](https://www.linkedin.com/in/shawn-sharp-6b033b2?trk=hp-identity-name)

**OVERVIEW:**

* In depth experience leading large and small creative, multi-discipline teams, defining and managing cross-team dependencies while maintaining macro and micro goals of the IP.
* Drives end-to-end development by tailoring Agile, Waterfall and mixed methodologies to suit the needs and best interests of the team.
* Hands-on risk and conflict resolution focusing the efforts of creative staff while minimizing the intrusiveness of project management.
* Skilled at promoting cross-discipline collaboration and creative buy-in from all disciplines then turning this into realistic goals and schedules.
* Establish and maintain outsourcing pipelines while maintaining efficient, unified quality and vision of the aesthetic.

**EXPERIENCE:**

**NetEase – Senior Project Manager**

**April 2022 to Present**

* Establishing and managing co-development between NetEase and investment partners.
* Establishing best practices for working with new studios in North America and the UK.

**Turn 10 – Content Producer**

**May 2021 to April 2022**

* Producer for the Character, Cinematic, Concept and LookDev Teams.
* Coordinating efforts, running risk management, and managing dependencies between content, feature, leadership and engineering teams.

**Aquent – Project Manager, Business Developer and Staffing**  
**January 2019 to May 2021**

* PM of various managed service teams and projects within the Microsoft X-Box Games Studios including Turn 10 and 343 Industries.
* Game-focused development and recruitment for the various Microsoft game studios.

**Microsoft/Aquent - Minecraft Producer**  
**March 2017 to September 2018**

* Management of content development and 1st Party DLC.
* Coordinating efforts, risk management, and managing dependencies between internal and external teams including marketing, brand management, events, design, art, engineering, licensing and publishing.

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**Wargaming Seattle - Producer**  
**May 2014 to May 2016**

* Instrumental in transitioning the studio from Waterfall to Agile development and key contributor to establishing best practices for cross-team feature development.
* Defined and drove milestone goals and schedule.
* Championed goals of stakeholders and resolved conflicts resulting in significant budget and schedule savings.

**SharpCreativeServices - Producer/Art Director**

**August 2013 to Present**

* Art direction and management of development for offshore studios working for domestic game studios.
* Concepting, art directing and illustration work for the video and tabletop game industries.

**ArenaNet - Producer/Art and Outsource Manager**

**April 2003 to August 2013**

* Established and maintained the visual development pipeline for internal and external teams from concept through release to manufacturing for the Guild Wars franchise.
* Drove communication, collaboration, and interdepartmental development.
* Contributed to and maintained visual and creative direction including design brainstorming, concept art, modeling, print, promotional and commerce development.
* Budgeted resources and managed milestones, schedules and creative vision for internal and external teams while maintaining the high-level goals of the IP.
* Helped to grow the company from ~25 to ~350 including recruiting, defining best practices and was instrumental in transition of company from Waterfall to Agile development.

**Big Sky Productions - Art Director**

**May 2000 to January 2003**

* Established and drove the visual direction, built, budgeted and managed the internal and external teams to produce *The Adventures of Jimmy Neutron* and various prototypes.
* Worked with publisher to ensure schedule and creative needs of both partners were met.
* Produced concept art, storyboards, modeling, VFX and animation.
* Designed game play features and produced design documentation.

**Dynamix - Art Director**

**May 1990 to December 1999**

* Established and drove the visual direction and pipeline to produce wide variety of PC titles.
* Collaborated with executives, designers, marketing, and programmers to establish creative direction. Produced concept art, storyboards and verbal presentations to solidify and communicate aesthetic and game design.
* Budgeted resources, managed milestones, schedules and drove interdepartmental communication.

**GAME CREDITS (Partial list):**

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| * Forza * Minecraft * Gloom Digital * Everquest Next * Blades of Excalibur * Star Citizen | * Guild Wars 2 * Guild Wars Nightfall * Guild Wars Factions * Guild Wars Prophesies * Deus Ex 2 * StarSiege Tribes2 | * StarSiege * StarSiege Tribes * CyberStorm * Outpost 2 * Silent Thunder: A-10 * Space Quest 5 |