

Andreas Lopez

Producer + Game Designer + Project Manager

Portfolio: <https://andreaslopez.com/>
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Work Experience

Producer + Game Designer **Independent** **2016 - Current**

- Designed & Produced Prize winning game 'A Casual Chat' for a Gaming Against Violence Not-For-Profit.
- 100% solo developed 'Space Marauder', a game created within 45 days that gained over 3400 gaming sessions and 2700 players.
- Written tutorials for the Construct Engine by Scirra with a total of over 10,000 views.
- Contributed to 6+ games that were cancelled as Producer and/or Game Designer.

Web Developer & Speaker **Independent** **2016 - Current**

- Created 10+ websites for businesses, including growing a clients' annual sales from \$2mil to \$7mil a year as I helped them to continue to grow and optimize their eCommerce site.
- Authored several professional articles with over 20k views each ranging from project management & website performance to email security.
- Spoken twice at WordCamp Miami, the second largest WordPress conference in the US.

Web Developer & Accessibility Consultant **Zenclusion** **2022 - Current**

- Built & continue to maintain the website for the business.
- Serving as an Accessibility & Inclusion Consultant for Zenclusion and their clients.
- Conceptualized the UX/UI and developed it accordingly and assisted with copywriting, SEO, accessibility & performance.

Webmaster & Project Manager **Akkodis** **2022 - Current**

- Webmaster Contractor under Akkodis for PayPal's Hyperwallet.com team.
- Leading the WordPress development & accessibility compliance (WCAG 2.1).
- Managing Kanban board, user stories, business & technical requirements and regularly update the team including senior leadership.

Digital Project Manager **Things Remembered** **2021 - 2022**

- Created and developed strategies to focus on customers on the eCommerce site to optimize conversion rate and avg. order value by ~20%.
- Reduced critical / 'highest' priority tickets by 90% through digital infrastructure improvements within first 90 days of hire.
- Worked with ADA compliance analysts to be WCAG compliant.
- Led 2-4 parallel projects and daily development operations simultaneously since hire.

Project Manager **J.N. Equipment & SprayWell** **2015 - 2021**

- Led Merger & Acquisition incl. rebranding of J.N. Equipment to SprayWell (2021).
- Boosted since 2015 the year-over-year revenue by 50-100% by enhancing customer experience through staff training, content writing, digital marketing & video production.
- Developed Standard Operating Procedures (SOPs) for vendor purchasing (reduced weekly ordering time by 4 hours) & reduced warehouse operational costs by ~20%.

Education

Bachelor of Science in Business Administration Western Governors University **Sep 2022**

- Major: Information Technology Management
- Won 1st place out of 30,000+ Global Students in Business Simulation

MBA Western Governors University **2023**

- Expected Graduation: June 2023

Skills

Game Production & Project Management (PMP & CAPM certified) | Game Design | Narrative Design | World Building | UI/UX Design | Storyboarding | Software Project Tools (Jira, Azure DevOps, etc.) | Construct Engine | Game & Web Accessibility (CVAA, Section 508, WCAG, etc.) | QA Hands-On & Lead | DEIB / LGBTQIA+ Advocate | Image Editing (GIMP, Photoshop, etc.) | 20+ Years as a Gamer | Stakeholder Management | Scrum | SDLC | Agile & Waterfall Methodologies | Training & Coaching | Lean & Six Sigma Methodologies | Digital Marketing