

Andreas Lopez

Producer + Project Manager

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

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EMPLOYMENT HISTORY

Producer + Game Designer

Freelancer

2016 - Current

- Led a team of 6 as Producer to win a prize with our game 'A Casual Chat' which was submitted to a Gaming Against Violence Not-For-Profit.
- Created & updated user stories in Jira (Kanban setup) for different team members (development, VFX, music, art) to stay on task, finish on time, and avoid scope creep.
- Led daily touch base meetings to ensure progress was moving forward and that there were no blockers as well as that the correct tasks were prioritized.
- Performed game design duties & responsibilities for the team, including design & development of Game Design Document (GDD), required asset lists, and presenting the concept(s) pre-development to ensure coherency.
- Video Game Research of existing mechanics and pointing out unique angles, aspects as well as similarities to make the game easier to understand pre-alpha.
- Developed 'Space Marauder', a game created within 45 days that gained over 3400 gaming sessions and 2700 players.
- Created Diamond Miner. a 2D game where the 'active' diamond changes color, the player needs to click on the same-colored diamonds appearing randomly to score.
- Written tutorials for the Construct Engine by Scirra, helping a total of over 10,000 readers to develop their own games.
- Utilized a lot of different tools (Unity, Unreal, Miro, Smartsheet, Monday.com, etc.)

Webmaster & Project Manager

Akkodis

2022 - Current

- Webmaster Contractor under Akkodis for PayPal's Hyperwallet.com team.
- Leading and assisting the WordPress development team (including content authors, directors, and analysts) to achieve accessibility compliance (WCAG 2.1).
- Create, maintain, and distribute all documentation including but not limited to flowcharts, technical documentation (i.e., changelogs), Jira user stories & tickets, weekly progress reports and other documents for complete clarity of what the specific story, bug, or task entails and who will complete it by when.
- Managing project schedules, budgets, and leading agile methodologies across the team, including scrum ceremonies (daily stand-ups, sprint retrospectives, etc.) to deliver compliance on time and within budget.

Web Developer & Accessibility

Zenclusion

2021 - 2022

Consultant

- Built & continued to maintain the website for Zenclusion as freelancer.
- Serving as an Accessibility & Inclusion Consultant for Zenclusion and their clients to achieve accessibility compliance and best practices in inclusion ranging from LGBTQIA+ to Neurodivergences.
- Conceptualized the website UX/UI and developed it accordingly and assisted with copywriting, SEO, accessibility & performance.
- Planned & managed the project from start to finish in order to fulfill client criteria of budget, timeline, and scope.

Digital Project Manager

Things Remembered

2021 - 2022

- Created custom workflows (Jira), implemented automations, and priority definitions within 30 days in accordance with PMI / PMBOK recommended guidelines to reduce operational costs by ~25%.
- Worked with the UX/UI team & digital marketing to translate business requirements to technical requirements for the development of the front-end experience ensuring SDLC / Agile compliance, development, testing, deployment, and production support with 95% success rate.
- Created communication, meeting, and execution standards to reduce required meeting times and provide developers up to 1 additional hour of time to develop instead of attending meetings.
- Designed an internal documentation & sprint planning management system per business / functional best practices in Confluence, Jira & Bitbucket to optimize project items for better project transparency, status tracking and smoother execution (user stories, bugs, tasks, version control, CI/CD pipeline etc.).
- Worked with ADA compliance analysts to create an annual WCAG 2.1 compliance assessment and then created and executed an action plan with front-end developers to achieve and maintain compliance.
- Reduced critical / 'highest' priority tickets by 90% through digital infrastructure improvements within the first 90 days of hire.
- Performed ROI analyses for projects, creating enterprise infrastructure charts, and other technical documentation that assisted in reducing operational costs and inefficiencies by at least 15%.
- Created and developed strategies and tactics to focus on how customers use and interact with the eCommerce site to optimize conversion rate and average order value by at least 20%.
- Managed executive & director relationships.

Web Developer

Freelancer

2016 - 2022

- Created 10+ websites for businesses while freelancing, including a client I helped grow their annual sales from \$2mil to \$7mil within 3 years.
- Led and guided multiple teams of 5-10 creative & developer team members.
- Authored professional articles with over 20k views ranging from project management to email security.
- Spoken twice at WordCamp Miami, the second largest WordPress conference in the US.

Project Manager

J.N. Equipment & SprayWell

2015 - 2021

- Led Merger & Acquisition Project incl. rebranding of J.N. Equipment to SprayWell.
- Boosted year-over-year revenue 50-100% by enhancing customer experience through in-house training, content writing, digital marketing & video production.
- Contributed and led multiple UX & UI initiatives, including 2 major re-designs of our flagship website.
- Created 10 websites, each with unique branding, brand/product offering and marketing strategies to compete on multiple layers.
- Worked on a regular basis with the marketing & web development team to coordinate content production pipeline.
- Developed Standard Operating Procedures (SOPs) for vendor purchasing (reduced weekly ordering time by 4 hours) & reduced warehouse operational costs by ~20%.
- Developed a program that pulls order information via REST API which allowed hundreds of daily orders to be batched within minutes, instead of hours.
- Trained over a dozen staff members and optimized their roles.

Project Manager & Gamification MCI Health

2013 - 2015

- Developed & led User Interface (UI), Website Applications Design (Accessibility), Website Optimization (Performance) and User Experience (UX) to increase conversion rate by at least 25%.
- Ensured Quality Assurance (QA) met 95% success rate to company standards for both our behavioral therapy platform & our eCommerce site including Accessibility, User Experience and Web Analytics tracking.
- Served as gamification consultant and technical writer for the patent-pending behavioral therapy platform to enhance the platform and ensure proper documentation for internal and patent application purposes.
- Developed Standard Operating Procedures (SOPs) for product management on the eCommerce website, warehouse logistics and data collection & transformation to optimize work hours spent and simplify the processes, ultimately reducing operational costs by 30%.

EDUCATION

Master of Business Administration

Western Governors University

2023

- Expected Graduation: June 2023

Bachelor of Science in Business Administration

Western Governors University

Sep 2022

- Major: Information Technology Management

Certifications

Project Management Professional (PMP)

Certified Associate in Project Management (CAPM)

HONORS AND AWARDS

- Won 1st place out of 30,000+ Global Students in Business Simulation
- Led a team as Producer to win a prize with our game 'A Casual Chat' for a Gaming Against Violence Not-For-Profit Game Development Challenge.
- x2 spoken at WordCamp Miami, the second largest WordPress conference in the US.
- Featured in the Wall Street Journal, Washington Post and New York Times for Google.

CURRENT FIELDS OF INTEREST

- Video Game Production
- Project Management
- Game Design & Development
- User-Interface Design & User Experience
- eCommerce & Web Development

CREATIVE WORKS - VIDEO GAMES

- Scelestus Chronicles - WIP, Early Alpha, Producer & Game Designer
- A Casual Chat - Prize Winning Game for Jennifer Ann's Group Game Design Challenge, Producer & Game Designer
- Space Marauder - 100% solo developed game created within 45 days with over 3400 gaming sessions and 2700 players.
- Diamond Miner - a 2D game where the 'active' diamond changes color, the player needs to click on the same-colored diamonds appearing randomly to score.
- Contributed to 6+ cancelled games as freelancing Producer & Game Designer

CREATIVE WORKS - WEBSITES

- <https://zenclusion.com> - I built Zenclusion.com for the client. It was up to me to conceptualize the UX/UI and implement it accordingly. I also assisted with copywriting, SEO, and other aspects of the website such as accessibility & performance.
- <https://hyperwallet.com> - I was hired as a contractor through a staffing agency to bring the website into WCAG 2.1 compliance, migrate to new technical solutions including but not limited to WordPress Theme & Plugins.
- <https://thingsremembered.com> - I led the digital technology team consisting of multiple developers & QA team members. We achieved 30%+ website loading speed increases & 20%+ conversation rate increases among other goals in less than 12 months after I joined the team.
- <https://andreaslopez.com> - Built my own Portfolio site from start to finish utilizing a simple but modern approach and layout to highlight my skill set, experience, and past projects.

Hard Skills:

Game Production | Project Management | UI/UX Design | Storyboarding | Jira | Trello | Asana | QA |
Game & Web Accessibility | Scrum | SDLC | Agile & Waterfall Methodologies | Lean & Six Sigma Methodologies |
Unreal | Unity | Construct 3 | GameMaker | Godot

Soft Skills:

Stakeholder Management | Team Leadership | Communication | Adaptability | DEIB / LGBTQIA+ Advocate |
Attention to detail | Interpersonal Skills | Creativity | Problem Solving | Time Management