



MANOJ ANAND
NITYANANDAM
Certified ScrumMaster
Chair, Pittsburgh IGDA

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Specialist in leading inter-disciplinary teams. Well versed in end to end project planning and execution, risk & change management, Agile, Scrum, distributed team organization, out sourced team management, client communication. Expert in managing multiple projects at once while maintaining team morale, product quality and project schedule.

Skills:

- **Communication Suite** - Google Documents, MS Office
- **Project Management** - Rapid Prototyping, Scrum (CSM), Waterfall
- **Management Software** -FogBugz, Hansoft, Trello
- **QA Software** - FogBugz, Hansoft, Jira
- **Scripting** - Google Scripting, Javascript, Python
- **Version Control** - Perforce, svn

Platforms worked on:

Android, facebook, iOS, MMO, Nintendo DS, Ouya, Plug n' Play, Web

Professional Experience:

◆ **Schell Games, Advanced Producer**

Jan 2010 - present

Create project proposals, respond and follow-up on RFPs. Interview candidates, mentor new hires. Scrum Master for multiple cross-functional Scrum groups. Develop and maintain project budget, team makeup and project vision. Anticipate and resolve development blockades, develop and implement risk mitigation strategies. Maintain realistic schedule and provide strong day to day communication with development teams, clients, stakeholders and company management.

➤ **ELA, STEM and Embedded Games**

Ongoing

Tablet based games to compliment school curriculum with games to inspire students to read more, develop understanding of the world as interconnected web of relationships.

- Coordinated internal tech team of 20 with client tech team
- Created online build deploy process for daily builds
- Coordinate client's changing needs and team's vision

➤ **Lionel Battle Train**

Released Aug 2013, Ongoing Support

A tower-defense game on rails based on Lionel model trains. Listed on Apple's New and Noteworthy section and received >100K downloads.

- Project Director - maintain the project's creative vision
- Direct and manage development releases, Apple Submission and review process
- Manage the outsourced game implementation team

➤ **Innercube Ouya**

Released Aug 2013

An action puzzle, color matching game.

- Led the porting team
- Managed Ouya submission and Release process and helped with Marketing efforts

➤ **Project Ivy**

Released Dec 2012

A multiple-award winning game that teaches middle-school students about dealing with risky situations and decisions, including STIs and peer pressure with the goal to reduce their real life exposure to STIs.

- Worked with clients and external stakeholders to maintain and adjust milestones
- Made and shared weekly ad-hoc builds
- Trained team to make game builds, use FlashDevelop and Perforce

➤ **Daniel Tiger's Neighborhood** **Released Sept 2012**

Six web experiences for three to five year olds based on the animated PBS TV series.
Received > 16 Million unique page views per month.

- Collaborated with executives to define budget and schedule
- Ensured project stayed on track while maintaining client's brand values
- Managed dev server and staging server builds and oversaw PBS portal submission
- Trained staff on source control SVN, bug tracking FogBugz and Google Spreadsheets

➤ **Puzzle Clubhouse** **Released Sept 2012**

Innovative community designed games initiative.

- Provided workflow strategies for games and web-portal from concept to launch
- Guided team through the successful Kickstarter campaign
- Created mailing list subscription scripts and administered email campaigns
- Engaged Kickstarter backers and commenters

➤ **Songs and Friends** **Released May 2011**

Two player competitive iOS music game.

- Guided team through game concept creation and game development
- Managed build distribution and sign-off process

➤ **Unannounced iPad/DS Game** **Unreleased**

Game that combines match three mechanic with adventure/role playing.

- Maintained communications between main and satellite teams
- Oversaw outsourced art and animation assets for quality and technical specification
- Spearheaded conversations with Apple about editorial process and release timing

➤ **Toy Story Midway Mania TV Game** **Released May 2010**

A Plug n' Play TV game featuring Disney's Toy Story characters in kid-friendly shooting gallery game.

- Guided third party software driver creators and QA Testers
- Managed development studio, publisher and licensor communications

➤ **Disney Toontown and Pirates of the Caribbean** **Released Jun 2010**

Minigames to expand on Disney's most popular MMOs for kids.

- Primary contact for Disney
- Reviewed and provided feedback on art concepts and design docs for quality and brand fidelity

➤ **Hangout/SuperStar City facebook game** **Released Aug 2010**

Avatar based interactive chat room.

- Primary contact with first party and external developers
- Managed all documentation

◆ **Wipro Technologies, Software Engineer** **Aug 2006 – Jan 2008**

➤ **State Street Account**

- Created robust banking applications for portfolio management and funds transfer
- Team lead for internal tools development on homegrown Struts framework
- Primary contact for first party, QA testers

Education:

◆ **Master of Entertainment Technology, December 2009**

Entertainment Technology Center, Carnegie Mellon University

Programming TA and Co-Head TA

◆ **Bachelor of Engineering in Computer Science and Engineering, May 2006**

Dr. MCET, Anna University

IEEE Student Chair, Student Placement Coordinator, NSS Student Coordinator

Groups/Organizations:

◆ **Pittsburgh IGDA**

Chair

- Active organizer of Global Game Jams and other local events
- Spearheaded the "Resume Review Service" initiative to help game industry hopefuls