

Greg Hammond

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SUMMARY

Interactive producer, designer and artist since 1981. Development credits on over 35 released games, educational titles and virtual worlds. Extensive experience managing development of games and virtual worlds. Superb conceptualization, visualization and writing skills. Professional voice talent.

PROFESSIONAL EXPERIENCE

Interactive Producer, Designer & Artist · greghammond.com · St. Louis, MO 1994-Present

- Provide project management, game design, 3D modeling & animation, voice acting and writing services for interactive projects (games, virtual worlds & MMOs).
- Clients include Electronic Arts, Sony, LucasArts Entertainment, Red Orb Entertainment and Sega of America.

Director, Interactive · Ridemakerz · St. Louis, MO 2008-2009

- Managed an internal support team and an external development team (The Electric Sheep Company) to develop, launch and maintain a car-culture inspired virtual world for 6-12 year-old boys.
- Also managed the company's e-com site and in-store kiosk system.

Director of Interactive Services · [Build-A-Bear Workshop](http://Build-A-Bear-Workshop) · St. Louis, MO 2007-2008

- Evaluated numerous external teams before selecting Frima Studio to develop Build-A-Bearville, a virtual world for 6-12 year-old girls.
- Directed design, development, launch and maintenance phases.
- Established and achieved very aggressive 6-month schedule to go-live.

Manager, Computer Graphics · Trendmasters · St. Louis, MO 2000-2001

- Managed and worked with team of five digital artists to create computer graphics for product design, packaging images, and animation and special effects for television commercials produced in-house.
- Used Maya, Photoshop, and After Effects for digital content creation.

Director of Development & 3D Modeler · [Real Sports](http://RealSports) · Chicago, IL 1999-2000

- Worked both on-site and remotely to offload management responsibilities from the CEO.
- Managed client relations with publishers.
- Used 3ds max and Photoshop to create 3D environments for an Indy Car racing game.

Art Director · [Simutronics Corporation](http://SimutronicsCorporation) · St. Charles, MO 1997-1999

- Managed a team of five artists and worked with them to create 3D environments, vehicles, people, creatures, animation, and special effects for multi-player online games.
- Created concept art and designed "play.net" corporate identity for Simutronics web sites.

Game Designer · [Hammond & Leyland](http://Hammond&Leyland) · Novato, CA 1991-1994

- Co-founded and managed a development company to create original games for Sega of America.
- Also provided design consultation services to LucasArts Entertainment for their Star Wars and WWII air combat simulation games, as well as location-based projects.

- Producer** · LucasArts Entertainment · San Rafael, CA 1989-1991
- Managed over 20 developers and artists internally, as well as remote and international development teams on game projects.
 - Produced several award-winning games, including: *Loom*, *The Secret of Monkey Island*, and *Secret Weapons of the Luftwaffe*.
 - Worked closely with marketing to develop effective product launch and advertising campaigns.
- Product Manager** · Brøderbund Software · Novato, CA 1987-1989
- Managed game development projects with domestic and international teams.
 - Collaborated on game designs.
 - Created game graphics and animation.
 - Wrote user manuals for games.
 - Worked with sales and marketing to develop packaging and advertising.
- Creative Director** · Data Trek, Inc. · Carlsbad, CA 1983-1987
- Developed and marketed game and educational titles on the Apple II and IBM PC platforms.
 - Designed programs, created graphics and animation, managed development teams, and directed all package design, documentation, advertising, and marketing.
- Freelance Artist** · Self-Employed · Vista, CA 1981-1984
- Created graphics and animation for games with my brother, Eric.
 - We created *Julius Erving and Larry Bird Go One-on-One*, a title which contributed to the early success of Electronic Arts.

EXPERTISE

SKILLS:

- Production/Project Management
- Game Design
- Virtual World Design
- Writing
- 3D Visualization
- Voice Acting

TOOLS:

- 3ds max
- Photoshop
- Fireworks
- Flash
- After Effects
- Dreamweaver
- Illustrator
- Sonar

AWARDS

Best Producer – Game Developers Conference, San Jose, CA, 1991