

Adam Kremer

Product Manager - Game Producer - Game Designer - Project Manager

- Contact -

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- Profile -

Game designer and product manager with experience overseeing small and large scale international projects. Led game production from initial concept through product launch and live maintenance. Implemented process improvements that removed waste from the workflow pipeline. Driven daily Scrum stand-ups as well as sprint planning, review, and retrospectives. Interfaced with IP holders to ensure internal teams had their required resources while keeping the client up to date on the project.

- Education -

Bachelor of Science in Computer Graphics and Interactive Media
University of Dubuque - Dubuque, Iowa 2007 - 2011

- Software -

Project Management- Jira, Trello, Slack, Office Suite
Design - Photoshop, Illustrator, Blender, 3ds Max, Unity, Source

- Relevant Professional Experience -

Product Manager

Cryptozoic Entertainment - Lake Forest, California

2020 - 2020

Created a production dashboard using Trello that gave senior management visibility of all current and upcoming tabletop game products; this highlighted previously unseen pain points in production that were then resolved.

Interfaced with external vendors and IP holders through all stages of production; pitched new products, acquired assets for active projects, and managed international shipping and distribution of completed games.

Worked with game reviewers and provided them with physical and digital versions of upcoming releases.

Oversaw a successful Kickstarter campaign; collaborated with the external game designers to promote the campaign and host virtual play sessions with reviewers.

Associate Game Designer

Cryptozoic Entertainment - Lake Forest, California

2020 - COVID Furlough

Designed tabletop card games that fit into existing flagship franchise titles for internal and external IPs.

Sole designer on the movie tie in card game for Wonder Woman 1984, publishing Spring of 2021.

Organized and hosted open beta play testing sessions with the local tabletop gaming community, documenting all feedback from participants.

Manager On Duty

YMCA - Encinitas, California

2018 - 2019

Oversaw the day-to-day operation of the largest YMCA community campus in San Diego County; functioned as the incident response leader, resolved conflicts between members, and conducted daily facility safety inspections.

Gamification Consultant - Game Producer

IBM - Baton Rouge, Louisiana

2015 - 2018

Worked with stakeholders and developers to maintain release schedules of several live global game projects, and coordinated release events with other department heads.

Developed change management processes that ensured accurate delivery of required assets at product launch.

Wrote functional requirements and tracked progress of feature production through Jira using Agile Methodologies as Certified Scrum Master.

Successfully led pitch meetings that gained stakeholder buy in, acquiring funding for large scale gaming campaigns.

Facilitated upskill training sessions for a range of audiences, from community events working with kids to global executive seminars.

Hosted quarterly in house game jams and game design workshops, as a passion project.

Application Consultant - User Interface Design

IBM - Baton Rouge, Louisiana

2014 - 2015

Sole UI designer on a project to create a customer facing eCommerce platform for Caterpillar, a first-of-its-kind for the company.

Software Distribution Administrative Support Specialist

IBM - Dubuque, Iowa

2013 - 2014

Executed large scale distribution of various software packages to client machines and fully documented the process for future trainees.

Lead 3D Modeler and Texture Artist

CSE Software - Peoria, Illinois

2011 - 2013

Led a team of artists contracted to design Caterpillar excavation simulators, gained significant experience in all aspects of the pipeline, which included modeling, texturing, rigging, and animating.

Published twelve simulators in two years by streamlining the art production pipeline and appropriately utilizing available artists.

Accurately quoted hours for upcoming vehicle simulators, and worked with project managers to hire and assemble required resources.

Collaborated with client Subject Matter Experts to fully document vehicle assets and simulator training exercise requirements.

- References -

Name: Cory Jones

Work Relationship: Product Owner and Creative Director

Occupation: President at Hex/Cryptozoic Entertainment

Number of Years Acquainted: 1 Year

Phone Number: (949) 636 - 0276

Name: Ben Stoll

Work Relationship: Project Lead

Occupation: Game Designer at Cryptozoic Entertainment

Number of Years Acquainted: 2 Years

Phone Number: (502) 388 - 8493

Name: Ken Stockman

Work Relationship: Product Owner

Occupation: Global Business Segment Leader - Professional Development Education at IBM

Number of Years Acquainted: 3 Years

Phone Number: (301) 379 - 0881

Name: Bradston Henry

Work Relationship: Project Teammate

Occupation: Application Developer and Game Designer at IBM

Number of Years Acquainted: 6 Years

Phone Number: (678) 570 - 2253