

Anthony Grimando

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grimando.com

PROJECTS

High Tide Interactive — [Kwaku Anansi](#) — *Producer*

Fall 2018

- Managed and Produced a team of 15 to create a game in the Unreal Engine 4 over a span of 4 months.

Team Rova — [Rova](#) — *Producer*

Spring 2018

- Managed and Produced a team of 5 to create a game in the Unity Engine over a span of 2 months.

[Kira Kira Pop](#) — *Associate Producer*

June 2016 - January 2018

- Orlando based Live Event Series

EXPERIENCE

[Mushbuh](#) + [Punimelt](#) — *Convention Coordination* ([Anime Expo](#))

July 2018

- Worked alongside the artists to book, set up, and run a vendors booth at Anime Expo 2018

Leapforce — *Search Engine Optimization*

June 2016 - February 2017

- Contract Work for Google
- Under non-disclosure agreement

[Burrito Galaxy](#) — *Convention Coordination* ([MAGfest](#))

Jan 2016, Jan 2017

- Booked, set up, and ran a booth for Burrito Galaxy at MAGfest in 2016 and 2017

EDUCATION

University of Central Florida - School of Visual Arts and Design,
Orlando FL — *Bachelor's in Digital Media – Game Design*

June 2015 - Present

SKILLS

- Team Management
- Photography
- Videography
- Production (Photo, Video, Audio)
- Design (Graphic, Game, Web)
- Scrum

FIELDS OF INTEREST

- Video Games
- Music
- Film
- Animation
- Photography
- Fine Arts
- Psychology

SOFTWARE

- Microsoft Office Suite
- Adobe Photoshop, Illustrator, Premiere, Audition
- Unity
- Unreal
- HacknPlan
- Trello