

Lindsey McCann

linds.mccann@gmail.com

Creative Services Coordinator – THQ – 2006 – 2008 (ending salary 36K)

- Manage and copy edit packaging and front of box design for Nickelodeon, Disney/Pixar, and MGA product licenses and various other titles to meet target deadlines.
- Manual writer for *Scooby Doo: Who's Watching Who?* (PSP), *Danny Phantom: Urban Jungle* (DS), *Avatar The Last Airbender* (PSP).
- Communication and relationship building with vendors, designers, marketing, production, ESRB and first party to ensure the desired layout of packaging.
- Supervised setup, tear down and daily activity for the THQ booth in the Barker Hanger location at E3 2007.
- Organized materials, built mounting boards and managed submissions for THQ into the 2007 MI6 Awards.

QA Tester – THQ – 2005 - 2006

- Quality Assurance testing for *Smackdown vs. RAW 2005* (PS2/PSP) and *Disney/Pixar's Cars* (Xbox/GameCube/PlayStation 2).
- Wrote and regressed more than 1,000 bugs and first party standards.
- Working in a team environment with testers and test leads attributed to gaining an understanding of development limitations and freedoms.
- Fully participated in localization of 5 languages with a translator and 15 languages on multiple platforms.

Production Assistant – Watkins Productions – Summer/Fall 2004

- Coordinated pre-production, talent, crew, locations and post production for each project while maintaining full-time student status.
- Produced training videos, documentaries, website design, promotional videos and commercials for local and regional areas.
- Regulated the schedule during shoots to ensure effective time management.

Computer & Media Skills

- Proficient using Xbox, Xbox 360, GameCube, GBA, DS, Wii, PSP, PlayStation 2, and PlayStation 3 debug units.
- Able to use multi-track audio boards, video switchers, 16 mm film, Bolex camera, Beta, DVCPro 50, and numerous DV cameras.
- Created several 2D and 3D short films using Flash, Photoshop, Maya, and Blender animation software.

Education – Penn State University – Graduated 2005

- BA Film/Video, College of Communications

General Skills

- Fluent in English and French. Currently studying Hindi and Sanskrit.
- Experienced with Microsoft Office software.

Accomplishments

- Created a video game in 48 hours for the first annual Global Game Jam.
- Guest speaker for USC student interactive media group MEGA- Marketing Video Games within a Fluid Technological Market.
- Completed the first draft of a manuscript in 3 months - 60,000 words