

Chris Harden

OBJECTIVE

I'm seeking a challenging leadership opportunity that requires someone with a diverse set of skills, a solid ability to communicate, and a drive to deliver on time and at high quality.

EDUCATION:	Bachelor's of Electrical Engineering Auburn University 2 years School of Architecture (Industrial & Graphic Design) GPA 3.92/4.0 Suma Cum Laude	Graduated December 98 Auburn, AL
	MBA - Three Tracks: Marketing, Finance, Entrepreneurship University of South Florida GPA 3.95/4.0 Suma Cum Laude	Graduated May 5 2007 Tampa, FL
	One Semester – MFA Film Production Florida State University GPA 3.73/4.0 Cum Laude	1 Semester Dec 2012 Tallahassee, FL
	Certified Scrum Product Owner Scrum Alliance, Inc. while at Electronic Arts	Certificate June 2013 Orlando FL

- HONORS:**
- Beta Gamma Sigma Induction for MBA
 - Phi Kappa Phi Induction for MBA
 - Business Plan Finalist in Inaugural Florida Statewide Business Plan Competition 2006
 - 4th Annual Business Department's Graduate Student Ethics Essay Contest 2nd Prize 2005
 - Carolyn Scholarship Senior & Junior years; Ford Scholarship Sophomore year
 - Dean's List 12/15 Quarters.
 - IEEE Officer / Engineering Student Council Rep.
 - Societies: Tau Beta Pi, Eta Kappa Nu, Phi Eta Sigma, & Golden Key
 - Finalist for Most Outstanding Graduate of College of Engineering Winter '98

EXPERIENCE:

DiSTI Graphical User Interface software 3D Simulator Training company

Vice President Engineering

Jan 2018-current

- Managing multi-disciplinary teams consisting of ~75members, consisting of Product & Services Engineering and Art.

Electronic Arts Game Development Company

Development Director (Technical Project Manager)

Sep 2016-Aug2017
(contract)

- Managing multi-disciplinary sub teams consisting of 35+ mode members, 10+ UI members, 7+ online members, and 2 members on a smaller team for delivery of NBA LIVE 18 to market on XBOX & PS4. NBA LIVE is a AAA title.
- PM/Scrum Master in agile development environment for iOS and Android NBA LIVE Companion App (3D scans your face and uses server-based technology to render you as a player in the console game.)
- Followed SAFE (Scaled Agile Framework) paradigm within 200+ person development team at the studio and other locations. Coordinated mobile companion app's release across EA with the PLM (Project Release Management) organization across studios.
- Coordination with several enterprise-level launch team partners – Legal, Localization, Producers, Marketing, QA/1st Party Certification, Licensing, backend IT, all located in different physical locations in Europe, Canada, and across the US.
- Developed and trained team culture towards self-ownership of project deliverables

- Hire, ramp-up, and succession planning of teammates, floor planning
- Documentation and training team on processes, improvements, performing post mortems, etc...
- Tools used: JIRA (Structure, dashboards, etc...), Hansoft, Perforce, Confluence, Office, Camtasia, Android Studio, Code Collaborator, etc...

TROBO Children's Educational Toy Company

Co-Founder, Chief Product Officer

July 2014- Sep 2016
(2+ years)

- Achieved over \$100K in gross revenues for the startup
- Achieved product coverage in Tech Crunch, Forbes, USA Today, Geek Dad, Fox, national TV on two television shows, and 60+ media outlets
- Achieved 2015 Best of Toyfair from Popular Science
- Achieved Amazon Exclusives product status
- Successfully took **iOS mobile app** and **two physical product SKUs** to market
- Landed Phase 1 SBIR grant of \$150K to develop PreK/Kindergarten proof of concept
- Successfully completed \$61K KICKSTARTER campaign
- Successfully completed 3month Starter Studio incubator
- Managed 14 person team of contractors:
 - Technical Lead / PM of software development team in US and Kosovo
 - Hired and managed Writing and Art Production team for all stories from concept to app store
 - Used standard SCRUM methods and tools for Agile Development
 - Drove Quality Control team processes on limited resources
 - Developed Proof of Concept for TROBO's storytelling app (Flash +AIR)
 - Acted as early system architect and technical artist for app development
- Co-developed budget and financial models for TROBO
- Designed TROBO plush toys, characters, back story, etc...
- Manager of Art Direction for all toy, app, and brand artwork
- Maintained all branding and website, traveled to conventions, sales decks, etc...
- Tools used: JIRA, SVN, Office, Asana, Shopify, Rackspace, iTunes Connect, XCode, PhoneGap, HTML5, CSS3, Javascript, Illustrator, Photoshop, Perl, DOS batch files, etc...

Electronic Arts Game Development Company

Development Director (Project and Career Manager)

Aug 2012-July 2014
(2 years)

- Manage a the Ignite User Interface group – ~15 staff members plus outsourcers
- Manage a core mobile knowledge technology sharing group called the MVT
- Manage the outsourcing budget and relationships with offshore dev partners for the Content Technology department
- Managed the Ignite Game Audio group - 3 staff
- Managed the Core Technology Telemetry group in developing business analytics – 3 staff
- Tools used: Hansoft, Perforce, Confluence, Office, etc...

School and Creative Training FSU Film School Production Masters Program

- Attended one semester, producing 30 “Directing 1” films - One ATL or BTL position per show (Director, Producer, Production Designer, Cinematographer, 1stAD, Key Grip, Gaffer, BBE, 1stAssistant Camera, 2nd Assistant Camera, etc...)
- Became a new father and withdrew. Then volunteered on and/or acted in 4 MFA Thesis films, 4 BFA Thesis films, and 7 “Directing 2” MFA films.
- Illustrated 2 MFA Thesis posters (Commissions)

Aug 2011-Aug 2012 (1 year)

BSquare Mobile Devices Consulting Firm Corporation **Engineering Manager (was Senior Software Engineer)**

Aug 2005 – Aug 2011
(5+ years)

- **Ford:** EM for FlashLite UI, skinning the entire user experience for the **2011 Ford SyncII “Ford Touch”** touch screen device. Grew that group to 28 Developers, garnering over 43000 consulting hours or roughly \$5.4M in income.
- **CocaCola:** Technical Lead of 1.6 year C++ project with group of 15-20 members for

Bellevue WA

FreeStyle touchScreen vending machine with 121 flavors.

- **Motorola:** Developed C/C++ middleware applications for version 8 of the “**Motorola Q**” Windows Mobile Smartphone.
- **Palm Inc.:** Developed C/C++ middleware applications for Palm **Treo** Windows Mobile Smartphone.
- **Macromedia** - Helped port Shockwave to Windows CE based AMD PIC for the “50x15” Initiative

Entrepreneurial Personal Memory Systems, Inc.

Activities **President**

Aug 2005 – current

Tampa, FL

- Launched Personal Memory Systems in 2005 summer to explore opportunities in Smartphone market.
- Achieved \$15K seed capital for funding
- Took 1 product to test market, 2nd to operating prototype

Alcorn McBride Inc Manufacturer of Audio, Video, Lighting, Show Control Equipment in Entertainment Industry
Project Engineer (previously Design Engineer)

Sep 1999–Aug 2005
(6 years)

Orlando, FL

- Develop software and hardware products on a daily basis using Win32, C/C++
- Develop DirectShow MCF & COM applications for Windows video server and apps.
- Audio and Video Compression: Created HiDef and Standard Def MPEG2 video according to ISO-13181 spec & MP3 and WAV audio content for testing/promoting products
- All products created in teamwork environment of 6 engineers, manufacturing managers, sales, and upper management
- Develop Assembly and Test Procedures for Products
- Instituted using Microsoft Visual Source Safe, Software Specification templates, and Software Release procedures for Software Development Control.
- Created project development estimates including milestones, man hours, for software projects.
- Develop & program embedded systems and applications using Assembly, C/C++, etc...
- Assisted in Hardware Design - schematics, FPGA layouts, troubleshooting, ...
- Personally Responsible for shipping hardware and software products in volume production
- Project Management (BOM's, prototypes, coordinating part vendors, & coordinating mfg)
- Develop Network media servers with Ethernet control: TCP/IP, UDP, web & FTP servers
- Develop servers to stream content from harddrive (HDD) with FAT, FAT32, or NTFS file management systems to televisions, projectors, or flat panel displays (via DVI)
- Technical Support – communicate continuously with worldwide distrib., dealers and customers
- Installed and programmed company gear in theme-parks, museums and retail chains

ADTRAN Manufacturer of Telecommunications Equipment

Design Engineer

1.5 years

Huntsville, AL

- Learned ISDN, T1, HDSL, Packet-based communications protocols (Data Link layer)
- C programming for Intel i960, C & Assembly for IDT 3041, mainly with Motorola 68302
- Verified schematics, netlists, & BOM's

P.L.U.G. Senior Design Company

Manufacturing **Design Team Lead**

6 months

Auburn, AL

- Managed team of five engineering students in developing clock/ thermometer product
- Programmed embedded micro-controller (Microchip PIC16C7X) for A/D conversion

The SouthWestern

Co. **Sales Associate**

1 Summer

Texas

- Managed my own door-to-door study guide sales business, working 72hours/week
- Made ~\$5,600 and spoke with over 2000 people before the summer ended.

COMMUNITY: Salvation Army Toys for Tots Giveaways (Tampa)
United Way's East Alabama Crisis Center & Valley View Nursing/Rehab Center (Huntsville)

References Available Upon Request