

JEFF BUCCELLATO

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Production Management

Global Product Management ▪ Research & Development ▪ Strategic Planning

Highly accomplished and confident team leader in research and development of interactive game content with domestic and international experience in product management, game development, and publishing. Results-oriented in establishing and maintaining business relationships with publishing partners, game developers, and licensors. Experienced in relations management displaying an aptitude for effectively utilizing and supervising internal and external team resources, promoting creativity and teamwork, increasing profitability and quality, while striving to improve processes. A solid understanding of the process of making games, including art, code, and design pipelines for PC and console platform games from both internal and external points of view.

Core Competencies

- Confident Leadership
- Team Management
- P&L Management
- Problem Solving
- Strategic Business Planning
- Licensing Experience
- Technology Development
- New Business Development
- Product Management
- Mentoring and Coaching
- Market Identification
- Chaos Management

PROFESSIONAL EXPERIENCE

NAMCO HOMETEK INC. – San Jose, CA.

2004 – Present

Senior Producer

Serve as Senior Producer and Localization Coordinator overseeing multimillion dollar projects on console platforms for worldwide markets.

Complete responsibly for all aspects of project startup, development and completion, including budget appropriation and expenditure, marketing and PR oversight, scheduling and execution, and relations with submissions parties. Additional responsibilities include new business research and development and localization coordination efforts of titles for North America.

Key Achievements:

- Identified and promoted new business development of projects with an eye on expanding into new genres and platforms with the emphasis on franchise potential.
- Helped to establish procedures within external development
- Took over localization efforts of titles and saw them to on-time completion and delivery to market.

VIVENDI UNIVERSAL GAMES – Cambridge, MA.

2002 – 2004

Senior Producer

Serve as Senior Producer overseeing multimillion dollar projects across PC and console platforms for worldwide markets.

Full responsibly for project development and completion, adhering to schedules, maintaining budgets, and facilitating communications with development, marketing, PR, and sales. Interaction with submissions parties for product evaluations, reviews, and submissions. Contract

and legal negotiations with developers, licensors, and 3rd parties. Oversee product development from concept to green-light, from green-light to finished product.

Key Achievements:

- Kept project spending to \$0 beyond projected expenditures without sacrifices to quality or scheduling.
- Took over projects mid-development assuring successful completion and delivery on schedule.
- Facilitated marketing and sales additional needs with design and technology enhancements near the end of development without jeopardy to budget or schedule.
- Aggressively negotiated technology and consulting agreements in favor of the publisher.
- Provided a structured milestone evaluation process.

WILDTANGENT – Redmond, WA.

2001 – 2002

Senior Producer

Served as Senior Producer of various products within an internal development environment with direct oversight of multiple teams ranging from 2 to 6 resources.

Directed internal development teams in the design and development of game content for clients and internal publishing through due-diligence, prioritization, and task assignment. Focus on rapid development and ensuring budgets adhered to quoted costs strictly maintained. Accountable for concept development, team creation, product development, client relations, team workloads, and personnel reviews.

Key Achievements:

- Positively contributed to company's start-up quarterly revenue by aggressively tackling unnoticed opportunities from the sales group through the use of crafted concept pitches.
- Managed development of all products without budget overruns, to client satisfaction, and without having employee turnover occur on my teams.
- Effectively led project teams to proven results that created repeat business from clientele.

HASBRO INTERACTIVE – Beverly, MA.

1997– 2001

Producer - Senior Producer

Served in a producer role game content in a publishing role for Hasbro Interactive and in a development role for Games.com. Product covered all age groups, genres, and platforms.

Film Roman – North Hollywood, CA.

1996– 1997

Associate Producer

Served as associate producer directing the day-to-day development of a nine-person team of a licensed product for console and PC systems.

Virgin Interactive Entertainment – Irvine, CA.

1992– 1997

Assistant Producer – Associate Producer

Served as assistant and associate producer roles coordinating the publishing aspects of game development across multiple platforms.

EDUCATION

San Jose State College, San Jose CA
Cabrillo Jr. College, Santa Cruz, CA

SKILLS

Proficient in:

- Adobe Photoshop
- FileMaker Pro
- Microsoft Project
- Visio
- Media Training with public presentation, speaking, and on-camera interviewing
- AlienBrain
- Microsoft Excel
- Microsoft PowerPoint
- Visual Source Safe

TITLE HISTORY

<u>Title</u>	<u>Platform(s)</u>	<u>Publisher/Developer</u>
<i>Baten Kiatos</i>	GC	Namco Hometek
<i>Time Crises : Crises Zone</i>	PS2	Namco Hometek
<i>SWAT: Global Strike Team</i>	PS2, XBX	Vivendi Universal Games / Argonaut Software
<i>Empire Earth 2</i>	PC - Windows	Vivendi Universal Games / Mad Doc Software
<i>SWAT 4</i>	PC – Windows	Vivendi Universal Games / Irrational Games
<i>A Knight's Tale (game and visualizer)</i>	PC - browser	Sony Pictures Digital Entertainment / WildTangent
<i>BellSouth FastAccess Racing</i>	PC - browser	BellSouth / WildTangent
<i>Betty Badd</i>	PC – browser	WildTangent / WildTangent
<i>Evolution</i>	PC – browser	Sony Pictures Digital Entertainment / WildTangent
<i>Hit The Pros 2002</i>	PC – browser	Fox Sports / WildTangent
<i>Hyundai Rally Challenge</i>	PC – browser	Hyundai / WildTangent
<i>Slayer X</i>	PC – browser	FX Network / WildTangent
<i>SpiderMan visualizer</i>	PC - browser	Sony Pictures Digital Entertainment / WildTangent
<i>Super Speedway</i>	PC – browser	WildTangent / WildTangent
<i>Atari brand arcade titles</i>	PC – browser	Hasbro Interactive / Games.com
<i>Boggle</i>	PC – browser	Hasbro Interactive / Playsite
<i>Risk</i>	PC – browser	Hasbro Interactive / Games.com
<i>Stratego</i>	PC – browser	Hasbro Interactive / Games.com
<i>Ultimate Axis and Allies</i>	PC - browser	Hasbro Interactive / VR-1
<i>Ultimate Risk</i>	PC - browser	Hasbro Interactive / VR-1

<i>Boggle</i>	PC	WildTangent / PCA
<i>Frogger</i>	PC, PlayStation	Hasbro Interactive / Millennium Interactive
<i>Em@il Games brand titles</i>	PC	Hasbro Interactive / VR-1
<i>Mastermind</i>	PC	Hasbro Interactive / Gremlin Interactive
<i>Missile Command</i>	PC – browser	Hasbro Interactive / Meyer-Glass Interactive
<i>Mr. Potato Head's Activity Pack</i>	PC	Hasbro Interactive / Image Builder
<i>Outburst</i>	PC	Hasbro Interactive / Hersh Interactive
<i>Pictionary</i>	PC	Hasbro Interactive / Image Builder
<i>Playskool 3 in 1</i>	PC	Hasbro Interactive / Image Builder
<i>Small Soldiers: Globotech Design Lab</i>	PC	Hasbro Interactive / EAI
<i>Small Soldiers: Squad Commander</i>	PC	Hasbro Interactive / Dreamworks Interactive
<i>Space Wars (canceled)</i>	PC, PlayStation	Hasbro Interactive / Sunset Entertainment
<i>Felix The Cat (canceled)</i>	PC, PlayStation	IBM / Film Roman
<i>The 11th Hour: Sequel to The 7th Guest</i>	Windows	Virgin Interactive Entertainment / Trilobite
<i>Demolition Man</i>	Genesis, Sega-CD, SNES	Virgin Interactive Entertainment / Alexandria Games
<i>The Lion King</i>	Genesis, SNES	Virgin Interactive Entertainment / Westwood Studios
<i>Heart of the Alien</i>	Sega CD	Virgin Interactive Entertainment / Interplay
<i>Dune</i>	Sega CD	Virgin Interactive Entertainment / Cryo Interactive Entertainment
<i>The Terminator</i>	Sega CD	Virgin Interactive Entertainment / Virgin Interactive Entertainment
<i>Beneath a Steel Sky</i>	PC	Virgin Interactive Entertainment / Revolution Software, LTD
<i>Modern Bride Wedding Planner</i>	MAC, PC	Virgin Interactive Entertainment
<i>Dan Marino Football</i>	Genesis, SNES	Virgin Interactive Entertainment / Park Place Productions