

ERIC WEBSTER BROWN

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SKILLS

Producer, Project Manager, Designer, Entrepreneur

Team building in multi-disciplinary settings, creative product development, multi-media execution, entrepreneurial drive, start-up business experience, business development and management experience, client management and sales experience.

EXPERIENCE

IMPACTGAMES LLC | Pittsburgh, PA / New York City, NY | 2006-Current

Co-Founder & CEO

A world-renowned pioneer in digital media blending interactive content with current events. The creator of the award winning PeaceMaker™, and Play the News platforms™.

- Managed complete cycle of product development – directing the content, technology, infrastructure and outsourced resources for two products:
 - PeaceMaker – A digitally and physically distributed video game.
 - Play the News – A web based social gaming platform and publishing tool.
- Directed the company's business strategy – driving business development, designing and executing against financial models, and engaging distribution partners.
- Coordinated marketing and PR for all products, resulting in sales and users in over 60 countries and garnering international acclaim and awards.
- Oversaw all business aspects of the company including accounting, legal, sales and HR.
- Led capital fundraising and investor relations, securing over \$1m in seed funding: assembled advisory board including executives from MTV, EA, and Publicis.

ELECTRONIC ARTS | Redwood City, CA | Summer - 2005

Production Intern – Sims 2 Console Team

The world's leading developer and publisher of interactive entertainment software

- Managed a team of animators in the creation of in-game cinematics.
- Completed a range of production tasks primarily in conjunction with the UI and Objects teams including conducting user tests, and tracking and scheduling of content production.
- Worked with marketing team to create marketing materials and assets.

FREELANCE | New York, NY | 2003-2004

Designer/ Fabricator

Contracted with DCM Fabrication, Springboard Design and individual clients.

- Initiated the use of new technologies for creating 3-D models and layouts to improve design and production process.
- Fabricated and installed trade show booths, show rooms and furniture including work for the Discovery Channel, and Queens Historical Society.

SAVAGE DESIGN | Seattle, WA | 2002-2003

Production and Operation Manager

A working art production studio specializing in fresco paintings.

- Implemented production workflow process to increase output and product consistency.
- Monitored and maintained inventory as well as input, shipped, tracked, and invoiced all orders.
- Supervised and trained employees in production of fresco plaques.

ISSUE DESIGN BUILD | Seattle, WA | 1999-2001

Designer & Project Manager

An independent design and construction company.

- Involved in founding and growth of the company from small renovation projects to overseeing the execution of new construction spaces for designer commercial spaces from Seattle to Los Angeles.
- Oversaw projects from initial client meeting through final install managing all aspects of the projects.

EDUCATION

CARNEGIE MELLON UNIVERSITY | Pittsburgh, PA | 2004-2006

Masters Degree in Entertainment Technology

- Course work included: Entrepreneurial Thought and Action | Building Virtual Worlds
- Project work included: Animateering - Managed a team in redesign and construction of an interactive puppet experience that was installed in the Give Kids the World amusement park and the Erie Children's Museum.

WASHINGTON UNIVERSITY in ST LOUIS | St. Louis, MO | 1994-1999

Bachelors of Fine Arts in Painting

- Focus of studies included: Education, Computer Graphics and Graphic Design.

MEDIA AND INVITED SPEAKING APPEARANCES

Media Interviews

- Al Jazeera, Discovery Channel, The New York Times, NPR, BBC World, Wired, Business Week, Time Magazine, and Chronicle of Higher Education.

Conference Presentations

- Aspen Idea Festival, Skoll Forum, The Serious Games Summit, Games for Change, Game Hotel (Zurich), Digital News Affairs (Brussels), Making Media Matter and World Affairs Council of America.

Educational Lectures

- The Army War College, Carnegie Mellon University (Pittsburgh/Doha), Newspaper Association of America Workshop, Northwestern University, University of Idaho, Marquette.

SPECIAL ACHIEVEMENTS

Knight Foundation | Winner - News Game Award | 2009

INDEX | Finalist - International Design Award | 2009

Newsweek (Japan) | Top 100 Social Entrepreneurs | 2008

Games for Change | Winner - Best Transformation Game | 2007

Ashoka | Finalist - Entrepreneurship Peace Contest | 2007

Charles Bronfman Prize | Nominated by CMU | 2007

University of Southern California | Winner - "Reinventing Public Diplomacy through Games" | 2006

Telly | Animated Short – "The Big Surprise" | 2005

Bumberhoot | Installation featured in "The Last Judgment Project" | Seattle, WA | 2003

PERSONAL PORTFOLIO

- **EWEBSTERB.COM**