

Kevin VanderMeer

Multimedia & Entertainment Producer

Personal Info

Location

Bainbridge Island, WA

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LinkedIn

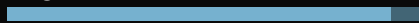
linkedin.com/in/kevin-vandermeer

Skills


Project Management




Organization



Communication



Adobe Creative Suite



Live Studio Management



Autodesk Maya



Multimedia Production



Microsoft Excel



References

Amy Merz

Producer, MuDI / D2AS, Amazon

Josh Book

Creative Director, Roblox

Joe Homes

Community Manager, Microsoft

ABOUT

Motivated professional with a focus on creative production and project management. Extremely organized, driven by a meticulous attention to detail. Friendly, outgoing, energetic team player with strong work ethic to deliver quality results. Enjoys taking on challenges and unafraid to ask questions.

EXPERIENCE

POST-PRODUCTION COORDINATOR

RUN Studios | Seattle, WA | Aug. 2019 - Present

- Serve as production/post-production coordinator for the MuDI team in D2AS at Amazon, employed and managed by RUN Studios.
- Coordinate new project in-take by maintaining the organization of digital assets and scripts, scheduling motion artist workloads, and handling all VO booking and recording with outside vendors.
- Assisting in on-set production as coordinator/producer for live-action support videos as proof-of-concept for 2020 goal. Created Excel-based inventory system for gear.

FLIGHT MESSAGING COORDINATOR, AGE OF EMPIRES

ModSquad / Microsoft Global Publishing | Redmond, WA | May 2019 - Aug. 2019

- Flight messaging coordinator for the *Age of Empires* franchise community beta flights. Shipped *Age of Empires II: Definitive Edition*.
- Created written content for email campaigns and community portals messaging beta programs and initiatives
- Producer for supplemental Age digital content, including livestreams and social assets

CREATIVE PRODUCER

Roblox Corporation | San Mateo, CA | Aug. 2017 - May 2019

- Served as producer for in-house and contracted team of 2D and 3D artists, project-managing the creation of assets such as Roblox videos, livestreams, books, toys, and product marketing promotions.
- Work cross-functionally as main point of contact for Creative Services team, triaging requests from key stakeholders in multiple departments, managing multiple budgets, contractor invoices, and general logistics.
- Completely rebuilt Marketing Creative Services, designed streamlined processes and implemented Jira and Confluence integration to team workflow
- Interface with internal and external parties on the planning, production, and delivery of digital and physical consumer products, promoting brand-awareness
- Communicate and maintain strong relationships with top Roblox community developers, interfacing on various marketing and licensing initiatives
- Planned, produced, and managed all media, vendors, and production for Roblox Developers Conference (RDC) in multiple global locations.

MARKETING COORDINATOR

Roblox Corporation | San Mateo, CA | Apr. - Aug. 2017

- Planned, produced, and coordinated community events, both digital and live
- Acted as community liaison for marketing department, providing a player's perspective and insight to key stakeholders' decisions
- Managed marketing calendar of projects, events, and promotions
- Introduced concept of and managed development of 'RDC' mobile application for 2017 top community event. Refreshed app for 2018 conference

EDUCATION

BACHELOR OF ARTS | *Digital Technology and Culture*

Washington State University | 2016 - 2018

ASSOCIATE OF ARTS

Seattle Central College | 2014 - 2016