

Chad Hoover

PRODUCER

www.8bitagile.com

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- 25+ products brought to Market for Xbox One, VR/AR/MR, iOS, Android, OUYA, and PC/Steam
- Developed for 12 different user inputs for 10 different areas of technology
- 10+ years of independent game development experience with team sizes: 2-32 People
- Certified Scrum Master (CSM) and ICAgile Certified Professional (ICP)
- Only individual that has been Officially Knighted by the Mayor of the City of Orlando
- Hansoft, MS Project, Trello, Office, Visio, Unity, Adobe CS, HTC Vive, Oculus Rift, JIRA, Confluence, G-Suite, Discord, Quest

Professional Experience

Production Consultant

8-BIT Agile Consulting

Apr 2017 - Present

Game Consulting Firm focuses on supporting gaming and tech companies around the Orlando area with the Agile/SCRUM Methodology while focusing on team member empowerment.

> **PC/VR Development**

- Managed a 12 member cross-disciplinary team thru three years of development
- Created an empowering management workflow model by establishing department leads which lead to improved communication and team buy-in by +200%
- Developed Test Plans and Feature Requirements for task verification
- Released Titles
 - **Cyberdream - Virtual Battlegrounds**
 - 2nd Highest in Gross VR Sales at Launch
 - STEAM VR BRONZE 2020 Award WINNER
 - **IBM - Agility Cloud Challenge and Data Privacy Passport**
 - **Other Releases:** ALTRA Operations VR Tour, Wayne ST. Driving Simulation

> **Mobile/AR/Mixed Reality Development**

- Managed four different contractor projects meeting \$+150,000 yearly
- Produced 14 AR Murals/Experiences in over six other US Cities
- Created the first fully AR Art Museum App includes fully immersive Pompeii experience
- Constructed the first Furniture AR App for the Hololens 1.0
- Worked with medical specifications to use in the rehab of stroke victims
- Worked with Vuforia, AR-Kit, and AR-Core to build with during development
- Released Titles
 - **SNAP Orlando - City unseen**
 - 2018 Golden Brick Award Winner, Augmented Reality Art Exhibition
 - **NASA/Kennedy Space Center - KSC 360/Space Dreams/Edge of Home**
 - **Microsoft - Furniture AR:** built for Hololens 1.0
 - **Other Key Releases:** BXR Discovery, BXR Studio, Electrify, AR Bobbles, Ashana Racing

> **Casino and Cruiseship Development**

- Developed two real cash location-based experience kiosks, including a partnered mobile app
- Released Titles
 - **King Cruise Lottery and Queen Seat Poker - Carnival/Princess Cruise Line**

PRIOR EMPLOYMENT

Founder/Lead Producer Continuum Studio LLC Sept 2014 - Dec 2020

Independent Game Studio focused on developing experiences for new graduates or young professionals to gain the necessary skills to take to larger studios and advance their careers.

- *CLOSED DUE TO COVID-19*
- Supervised and delegated tasks for 25+ cross-disciplinary team members
- Demoed Produced Panic on the show floor at GDC 2017
- Independent contractor on various game development projects in a variety of industries
- Supported 8-Bit Agile as the leading contractor development company

Associate Producer Zebralighting Studios LLC Feb 2012 - Sept 2014

Independent Game Studio focused on Android and Apple Applications based out of Denver, Colorado.

- Improved the studio's revenue by 275% by shipping 16 of the company's 22 games
- Marble Droid OUYA was Feature Release for the OUYA at Initial Launch
- Voted Top 20 that Defined OUYA
- Released Titles
 - **Xbox One/STEAM** - Marble Void, Marble Droid Plus
 - **OUYA** - Marble Droid OUYA
 - **Android/iOS** - A Trivia Saga, League of Legends Quiz, Game Logo Quiz, Slurry Bomber, Solipsis, Marble Droid 2

GAME JAM or Other Releases (Direct Download)

- **Bane of Yoto, Medieval Defender, The Passage, Gaiya: Origin of Deep Root, ARtifact, Adventures of Replay: Path to Pixels**

PERSONAL/COMMUNITY

Operations Director Orlando Game Space August 2017 - Present

A co-working space that has been in business for the last seven years in Orlando, FL. It is a collaborative community of emerging technology companies in a variety of industries. First focused co-working space in Florida.

- Executed day to day building operations for 15+ Development Studios
- Managed and Organised Monthly Events for the members
- Oversaw Pre-production for three internal client projects

Executive Director INDIENOMICON January 2017 - December 2020

Local Orlando Community non-profit ran an organization that focuses on events and growth with the gaming and technology industry.

- Managed 12+ events a year with over 3000 community members
- Raised over +\$7,000 in fundraising campaigns, including events, merch sales, corporate sponsors

EDUCATION

Masters of Science: Game Design/Production

- Salutatorian

Full Sail University

Winter Park, FL

- GGJ IGDA Game Accessibility Award 2011

Bachelor of Science: Game Art and Design

- Alpha Beta Kappa Honor Society

Westwood College

Westminster, CO

- Rho Psi Nu President

References Available Upon Request