

# ERIN FUSCO

PRODUCER

## CONTACT

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## SKILLS

- Project Management
  - Cross-Team Communication
- Budgeting/Scheduling
- SCRUM / Agile Process
  - Team Leadership
  - Art Direction
  - External Vendor Management
- Character Design
  - Marketing Art
  - Digital Painting
  - Graphic Design

## TOOLS

*Adobe Photoshop CC*  
*Adobe Illustrator CC*  
*Adobe Animate (Flash)*  
*VPN/Version Control*  
*Microsoft Office*  
*Confluence*  
*JIRA*  
*Unity*  
*Basecamp*  
*Mac/PC*  
*Wacom Tablets*

## REFERENCES

FURNISHED UPON  
REQUEST

## QUALIFICATIONS

Producer specializing in creative services. 10+ years of entertainment and game industry experience, with an emphasis on art direction, team leadership, and internal/external vendor management. Enthusiastic and team-oriented, a staunch supporter of open communication.

## EXPERIENCE

### **PRODUCER, FOXNEXT/FOGBANK ENTERTAINMENT    MAY 2018 - JAN 2020**

Producer and showrunner of TITANIC (inspired by the James Cameron film) and AGELESS on the shipped mobile interactive narrative app STORYSCAPE. Oversaw individual projects in their entirety from pre-production through final handoff to live-ops. Responsibilities include:

- Acting as the primary creative decision-maker of individual projects.
- Leading a team of creative contributors to meet project goals and deadlines.
- Collaborating with creative content, design, engineering, QA, and writing teams to ensure project needs are met.
- Assessing and determining schedules and budgets for creative assets across entirety of individual projects.
- Art direction of creative assets, providing daily feedback to both internal and external art vendors.
- Hiring, onboarding, and mentoring of new creative team members.
- Running daily stand-ups with core team members, regularly assessing risks.
- Regularly testing product for quality, logging/assigning bugs into JIRA.
- Maintaining a relentlessly enthusiastic and positive demeanor, putting team morale first.

### **LEAD ARTIST, IGT    JULY 2016 - NOV 2017**

Art direction and offsite vendor management for internationally-distributed original IP slot machine games. Oversaw game production from concept to completion, including creation of style guides, animation, graphic design, UI layout, in-engine implementation, scheduling, and marketing art.

### **ART DIRECTOR, LINEKONG US    NOV 2015 - JULY 2016**

Art direction, asset creation, and external vendor hiring/management for experimental game title.

### **LEAD MARKETING ARTIST, APPORTABLE    JUNE 2014 - APRIL 2015**

Worked collaboratively with company leaders and marketing teams to showcase features of SpriteBuilder and Apportable platforms. Provided art direction for internal game demos including character/prop/background assets, UI, and logos.

### **LEAD ARTIST, POCKET GEMS    JULY 2012 - JUNE 2014**

Lead artist for the hit mobile game Animal Voyage: Island Adventure. Managed multiple 2D/3D external art vendors daily; provided feedback, scheduling, budgets, hiring, and invoice filing. Art directed in-game features and assets, oversaw art pipeline scheduling and execution from concept to final deliverable.

### **LEAD GAME ARTIST, SUGAR PUBLISHING    OCT 2009 - JUNE 2011**

2D social game concept art, asset design/execution, and animation. Developed art style for PopSugar's Retail Therapy, oversaw art asset production and schedules. Collaborated with team leaders to choose and implement branded products from top global retailers.