

# SHERRY WALLACE

PRODUCER | PROJECT MANAGER | CONSULTANT

**Producer and Project Manager** with 10+ years of experience planning, driving and executing creative projects to deliver on time and budget.

**Areas of expertise:** Agile, Waterfall and Sashimi based production management, scrum master, planning, organizing and scheduling entertainment and educational products, accurate and timely reporting, project recovery, outsourcing and team building.

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*Super 78 Studios* | Project Manager

**Sept 2017 - Present**

- Manage and coordinate various mixed media projects: Interactive VR 360 experiences, attraction & special venue, broadcast, film, animation, concept and design.
- Introduced Scrum-like practices and production tracking tools to increase transparency, accountability and communication with 50% increase in efficiency.

*Freelance* | Producer and Consultant

**Sept 2015 - Present**

- Produce projects and set up teams for successful product release by partnering with stakeholders to provide solutions, aligning players, managing expectations, increasing productivity, efficiency and team morale.

*Sony Pictures Animation* | Production Manager

**Mar 2014 - Sept 2015**

- Managed the "Hotel Transylvania 2" editorial team and vendors.
- Created, updated, and distributed editorial and screening schedules to make certain all screenings, deliveries, reviews, voiceover, scratch, ADR, music and mix sessions ran smoothly.

*Riot Games* | Project Manager

**Nov 2013 - Jan 2014**

- Collaborated with product owners and managed cross-departmental teams on various projects in creative development increasing transparency and efficiency with publishing schedules.

*Id Software* | Producer

**Mar 2013 - July 2013**

- "Doom (2016)" Producer and Scrum Master for Single and Multi-Player Art Departments including outsourcing vendors (total 25-50 game developers).
- Integrated Scrum practice in the Art Department with focus on communication and scope management while increasing process efficiency and output by 35%.

*Reel FX Studios* | Producer and Project Manager

**Nov 2009 - Jan 2013**

- Produced teams of 25 to 100 people in multiple countries on multiple projects.
- Maintained target profit margins by preparing production plans, managing scope, budget, schedule, forecasting and tracking overages.

*Midway Studios* | Senior Associate Producer

**Jan 2007 - Dec 2008**

- Co-founded and launched the Central Outsourcing Group which provided seven global studios with high quality, cost effective, turn-key solutions.
- Managed, educated and trained teams on tools, processes and outsourcing best practices increasing productivity and communication across all studios.

## NOTEWORTHY EXPERIENCE

### Blur Studio

Producer, Mixed Media:

- Animation
- Game Cinematics
- Attraction & Special Venue
- Broadcast & Film
- Concept & Design

## SKILLS

- Proactive Project Management
- Excellent Customer Service
- Effective and Transparent Communication
- Creative Problem Solving
- Positive Leader and Mentor
- Team & Studio Culture Building

## COMPUTER SKILLS

- Google Applications
- Shotgun
- Slack
- Trello
- Monday
- Hansoft
- Confluence
- Various Proprietary Scheduling & Production Tracking Software

## EDUCATION

- VA Commonwealth University  
B.S., Biology  
Minored in Chemistry

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## CREDIT LIST

### FILMS / SHORTS

- Hotel Transylvania 2 – Associate Production Manager
- Looney Tunes 3D Theatrical Shorts – Project Manager
- Rockfish – Producer
- Aunt Luisa – Producer
- Open Season 3 – Project Manager
- Garfield 2: A Tail of Two Kitties – Production Manager
- James Cameron's Aliens of the Deep – VFX Producer

### VIDEO GAMES

- Doom – Art Producer, Single- and Multi-Player
- League of Legends – Project Manager, Creative Dev.
- Mortal Kombat Vs. DC Universe - Senior Associate Producer, COG
- NBA Ballers – Senior Associate Producer, COG
- Stranglehold – Senior Associate Producer, COG
- Wheelman – Senior Associate Producer, COG
- BlackSite: Area 51 – Senior Associate Producer, COG
- Blitz: The League II – Senior Associate Producer, COG

### RIDE and ATTRACTION FILMS

- Rockettes Interactive Attraction Film – Project Manager
- SpongeBob SquarePants 4D Theme Park Ride Film – Producer
- Batman 4D Theme Park Ride Film – Producer
- Time Riders 4D Attraction Ride Film – Producer

### PRE-RENDERED GAME CINEMATICS

- Hellgate: London – Producer
- Xmen Legends 2: Rise of the Apocalypse - Producer
- Blacksite: Area 51 – Producer
- Aeon Flux – Producer
- The Suffering – Producer
- Fight Club – Producer
- Everquest 2 – Producer
- The Punisher) – Producer
- Spiderman 1 and 2 - Producer
- Spy Hunter 2 – Producer
- Return to Castle Wolfenstein - Producer
- Empire Earth - Producer
- Crimson Skies - Producer

### BROADCAST TV, DESIGN and BRANDING

- Chuck E. Cheese Commercials, Rebranding and Augmented Reality Campaigns - Producer
- MTV Save the Humans Campaign – Producer
- Sphynx and the Cursed Mummy Commercials – Producer
- NBC.com Campaigns – Producer
- Microsoft Xbox Logo Animations - Producer
- Kids' WB Campaigns - Producer

## COMMENDATIONS & AWARDS

- "Aunt Luisa" Animated Short AMPAS short list
- "Rockfish" Animated Short AMPAS short list
- Top Grossing Producer at Blur Studio for 5 years in a row
- Game Dev. Conference 2008 Speaker Invitation: "Outsourcing Strategies and Best Practices"

## COMMUNITY ENGAGEMENT

- Animal Humane Society Volunteer  
15+ years of Service

## CONTINUING EDUCATION

Lynda, Udemy, YouTube, Ted Talks & Agile Austin

- Attended Various Product Planning, Agile, Scrum & Kanban Workshops
- Employers Provided Workshops, Classes, Sponsored Attendance & Coursework at Industry Events: Siggraph, Comic-Con & Quake-Con
- Ongoing Management, Production Methodology, Software, Business Development, Writing & General Interest Coursework