

# adam c. schwenk

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## profile

Hardcore gamer with significant professional experience and a passion for creating interactive entertainment including console games, wireless and PC-based applications, and web development. A skilled team leader with high-energy and motivation to inspire others. Highly versatile; can learn and apply technical and creative concepts quickly; thrives on deadlines; turns complex information into executable plans. Dedicated to quality and timely work products.

## education

June 1997 **California Polytechnic State University, San Luis Obispo**  
Bachelor of Science in Environmental Engineering

### Continuing Education

- Completed a **Java Fundamentals** extension program, UCLA, Spring 2001

## experience

Apr, 2002 - present **Warner Bros Interactive Entertainment** Los Angeles, CA  
**Associate Producer** for DC Comics properties

- Act as liaison and key point-of-contact between DC comics and licensee for licensing issues and approvals of major milestones
- Act as key point-of-contact and maintain relationships with WBIE publishers, and make creative and technical recommendations to licensed products
- Research and provide industry technical and creative information to WBIE, including new game technologies, titles, developers, and publishers
- Review and enforce licensing standards per Warner Bros specifications
- Review and approve major milestones, including final GMC submissions
- Build and maintain relationships between WBIE and a host of highly respected game developers — including Warthog, Irrational Games, Relic, Pop Top Software — and publishers — including Midway, Infogrames, Ubi Soft, and Electronic Arts
- Developed production schedules and budgets for upcoming Looney Tunes: Back In Action PS2, Gamecube, PC, and Gameboy Advance games
- Provided feedback to internal producers on various projects, including Samurai Jack GBA game and Power Puff Girls game for Gamecube

### **Justice League: Animated Series** (shipping Spring 2004)

Midway – PlayStation 2, Nintendo Gamecube

- Arranged and directed creative storyline and game design meetings between Midway, DC Comics and Warner Bros
- Reviewed and provided feedback on game design document, including story logic, gameplay mechanics, and dialogue

### **Justice League: Injustice For All** (shipping November, 2002)

Midway – Gameboy Advance

- Reviewed and provided creative feedback for game storyline, and was responsible for creating >30% of final cut scene dialogues
- Reviewed, provided feedback, and approved major milestones, including game design document, alpha, beta, and final gold master candidate submission

### **Superman: Shadow of Apokolips** (shipped September, 2002)

Infogrames – PlayStation 2, Nintendo Gamecube

- Reviewed and approved major milestones including alpha, beta, and gold master candidate submissions
- Provided creative gameplay and cut scene feedback which was incorporated into the final product

Other Producer-credited titles include:

**Gremlins** (LSP – PlayStation 2, Nintendo Gamecube, Fall 2002)

**Droopy Tennis Open** (LSP – Gameboy Advance, Aug, 2002)

**Tiny Toons Adventures Defender Of The Universe** ( Conspiracy – PlayStation 2, Fall 2002)

Jun 2000 – Mar 2002

**PacketVideo Corporation**

Los Angeles, CA

**Associate Producer, Senior Designer**

- Designed, integrated, implemented, deployed, and maintained branded entertainment wireless applications.
- Art-directed and managed production through the development of PVAirguide, the world's first wireless streaming multimedia showcase site.
- Managed production group through the application development cycle.
- Maintained schedule, designed, developed, and deployed Video Grams, Video Mail, Pocket Bots, and Pocket Charms applications internally for over 12 worldwide carrier trials, including Siemens and Verizon.
- Consulted with 3rd party developers as a key member of PacketVideo Global Developer's Network to create dynamic and intuitive GUIs for their wireless projects.

July 1999 – Jun 2000

**Ignited Minds, LLC.**

Los Angeles, CA

**Web Designer**

- Developed Web design concepts and storyboards with marketing teams for popular game titles published by Activision. Titles include Virtual On 2, Touring Car Challenge 2, Tenchu 2, Dark Reign 2, MTV Music Generator, Interstate 82, and Space Invaders
- Designed, implemented and maintained sites and Web-based ads for various corporate and e-commerce sites.

Oct 1998 – July 1999

**Jamison/Gold Interactive Agency**

Los Angeles, CA

**Chief Integrator**

- Designed and executed production of award winning promotional and corporate sites for major entertainment and technology companies. Companies include Disney Home Entertainment, Sony Computer Entertainment America, Midway, Namco, Intervu, and Academy of Interactive Arts and Sciences
- Managed production group through site development schedules.

Feb 1998 – Oct 1998

**Internal and External Communications**

Los Angeles, CA

**Chief Integrator**

- Created interactive training courseware utilizing Macromedia Authorware and Director to educate corporate employees at United Airlines and Lexus on how to use their database software.
- Managed and trained production group on how to operate multimedia software to create interactive sequences.
- Maintained Visual Source Safe database to organize and control program files.
- Led Voice Over sessions for United Airlines multimedia software

Jun 1997 – Feb 1998

**Cybermedia, Inc.**

Los Angeles, CA

**Quality Assurance Analyst**

- Tested navigation and content of award-winning software First Aid 98 for Windows 95.
- Developed BASIC programs to compile builds of First Aid 98 software.
- Maintained Visual Source Safe database for First Aid 98 program files.
- Tested network software on Windows NT for First Aid 98 corporate product.

**software  
experience**

**Operating Systems**

Microsoft Windows, NT, 2000, MacOS, UNIX

**Software**

Adobe Illustrator, Photoshop, After Effects, Premiere, Equilibrium Debabelizer, Allaire Home Site, BBEdit, Quicktime Pro, Microsoft Office, Project, Visio, Macromedia Flash, Director, 3D Studio Max

**Web Tools**

JSP, PHP, ASP, HTML, DHTML, CSS, JavaScript, PHPNuke, Java, SQL, Apache