

RICHARD MANSFIELD

CREATIVE CONTENT PRODUCER

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SKILLS (PROFESSIONAL)

- Project Management
- Video Production
- Audio Production
- Post Production
- Studio Production
- VR Production
- Print Production
- Scheduling
- City / Location Coordination
- Team Building
- DSLR & Cinema Cameras




SKILLS (SOFTWARE)

- Adobe Creative Suite
- Wordpress / Wix / Squarespace
- Microsoft Office
- Scrum / Agile workflows
- JIRA
- Confluence
- Unity
- AVID
- Final Draft / Scrivener

EDUCATION

- **BS, (SCL) / Economics**
ASU (2002 - 2006)
- **Certified / Film Production**
SCC (2006 - 2009)
- **Nano Degree / VR Production**
Udacity (2017)

SOCIAL

-  blackfieldentertainment.com/
-  facebook.com/raamansfield/
-  linkedin.com/in/ramansfield/

WORK EXPERIENCES

Producer / Project Manager

Grumpyface Studios LLC / 2018 - 2020

At Grumpyface Studios I acted as project manager and producer for the Apple Arcade game, Steven Universe: Unleash the Light, which reached #1 on the Arcade charts for several weeks after launch.

- Managed a team of artists, programmers, QA testers and freelancers to deliver contracted milestone builds throughout the project's life cycle.
- Coordinated with producers and other team leads at Cartoon Network to find creative solutions to an evolving scope of requirements needed by Apple.
- Moved the entire company over to an Agile workflow where I planned the teams schedules and coordinated with QA to close issues at a sustainable rate.
- Designed the social marketing campaign for the game's first update.

Producer / Creative Director

Blackfield Entertainment / 2010 - 2020

I started my own production company, Blackfield Entertainment, in 2009 where I worked as a freelance creative content producer and completed a variety of projects including commercials, TV pilots, screenplays, motion graphics, consultation, and editing.

- Served as team lead in coordinating multiple camera teams, skydivers, and helicopter pilots for the experimental industrial video "Jump and Gun."
- Worked with ad agencies in communicating design direction and reasoning in directing local commercial spots for Chevrolet.
- Co-produced, scheduled, and budgeted the TV pilot "American Legacy" for Amazon and Netflix.
- Worked as associate producer and assistant director on the team that produced the successful Kickstarter short "November Renaissance" which was later optioned as the feature film "Open Source" by Sony Pictures.
- Cultivated a team of local talent to provide discounts to clients and foster stronger professional relationships with in-demand local actors and crew.

Content Director

VirTra / 2011 - 2018

At VirTra I supervised a team of artists and programmers in developing over 50 cutting edge VR training scenarios and various other creative projects that fit the company vision, achieved their goals, and followed tight deadlines.

- Planned, budgeted, and directed cutting edge creative projects for international agencies, foreign governments, the US Navy Seals, CBP, the US Secret Service, and more.
- Managed simultaneous large-budget projects for a wide spectrum of content including foreign language dubbing initiatives, and interactive green screen assets.
- Helped develop a proprietary VirTra creative work-flow that improved output by a significant margin (30%) while reducing reported content bugs.
- Lead the creative charge on pioneering the integration of emerging VR film equipment and production techniques within the VirTra creative work-flow.
- Customized JIRA to create an easily track-able content pipeline that improved team communication and provided other departments with accurate progress reports.
- Content I produced for VirTra has been featured on CNN, Digital Justice, NPR, and more.