

Jacob Black

Manager | Developer | Consultant

Summary

I know how to deliver complex, top-quality products, on time. I have experience managing internal and external teams, mentoring junior staff, and implementing QA pipelines. My leadership style emphasizes open communication, tailoring to the individual and helping develop their internal motivation. I strive to foster high-performing, collaborative environments, that are guided with clarity and consistency.

Education

- **MBA Candidate** - *California State University Northridge (Completion Dec 2026)*
- **B.S. Industrial Design** - *Arizona State University*
- **B.A. Interdisciplinary Studies (Psychology & Anthropology)** – *Arizona State University*

Experience

Independent Developer | *May 2016 - Present*

- Design and develop game mechanics, levels, systems, AI behavior, UI/UX, and narrative
- Gameplay consulting for serious games focused on education and training
- Engineered player engagement strategies, balancing progression and reward systems

Chief Production Officer | *Blue Marble Health Co* | *April 2012 - May 2016*

- Planned and developed for *iOS, Android, Pixel Sense, Kinect, PC and Mac*
- Implemented a HIPAA compliant database for data tracking, including architecture, data analysis formulas, security, and UI
- Coordinated development between research, design, programming, art, QA, business development and senior management. aligning expectations of the team members
- Optimized production practices, conducted post mortems, removed obstacles to production
- Reviewed and coached the professional development of team members

Senior Producer | *Gameloft NYC* | *November 2010 - November 2011*

- Managed creation teams (varying 5-20 developers) for iOS and Android (*The Oregon Trail : American Settler, Ice Age Village, Cosmic Colony*)
- Analyzed and implemented monetization strategies (iOS, PC, Facebook and Console)
- Provided Approval of US & LATAM Publishing Content (Mobile)

US/CA Deployment Coordinator | *Gameloft NYC* | *September 2009 - November 2010*

- Coordinated US & Canadian deployment for mobile (63,000 releases per year)
- Managed development across studios in Mexico, Argentina, Vietnam and China

- Facilitated communication between OEM, mobile carrier, business, and production teams
- Used data science to determine production lists & promotions
- Generated average \$2M in Monthly Revenue - Increased an avg of 26% year over year

US Deployment Manager | *Gameloft Buenos Aires* | *November 2008 - August 2009*

- Coordinated development of all US and Canadian, OEM embedded content
- Managed production for Gameloft app stores on US & Canadian cellular providers
- Maximized efficiency for local teams (Approx 200 employees)

Producer | *Gameloft NYC* | *2006 - 2008*

- Coordinated development of all US and Canadian, OEM embedded content
- Managed production for Gameloft app stores on Sprint PCS
- World interactivity lead for online development and live play
- Managed new creation projects (*Crazy Campus*, *New York Nights 2*, *Spooks*)

Skills & Specialties

- **Game Design:** UI/UX, Mechanics, level progression, narrative development
- **Data Science:** Data cleaning and transformation, descriptive statistics, regression analysis, simulation
- **Development Tools:** Figma, Unity, Unreal, Photoshop, Illustrator, JIRA, Confluence, AI
- **Programming:** Python, C#, Lua, Java, HTML
- **Interactive narrative:** Dialogue, cutscenes, player-driven storytelling
- **Production & Leadership:** Agile methodology, team mentoring, interdisciplinary collaboration

Additional

- **Quality Assurance** : Acclaim Entertainment, Gameloft
- **Graphic Designer** : G2 News, Ben Franklin Press
- **CITI Certified** for work with human subjects
- **Comicon Panelist 2015** : Improving Healthcare Through Games
- **Wondercon Panelist 2015** : Be Impactful: Your Influence on Video Game Development
- **California Wildlife Center** : Marine Mammal Rescue – Volunteer 2018 to Present