

AARON PULKKA

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MINNEAPOLIS, MN, USA

SUMMARY Experienced game industry professional, applying multifaceted technical and creative background to facilitate the development of innovative and profitable entertainment experiences.

- Solid academic and real-world grounding: Master's degree in Computer Science and well over a decade of international game development experience.
- Especially adept at cultivating communication between teams and rapidly adapting to change – strong leadership, problem solving, communication and project management skills.

COMMUNITY

- **Game Developers Conference (GDC09) Speaker** (March, 2009) San Francisco, USA
"Putting it All Together – Building the Right Outsourcing Team"
- **Game Developers Conference (GDC08) Speaker** (February, 2008) San Francisco, USA
"What Are The Business Gotchas?" (Panel)
"Game Outsourcing Around the World" (Panel)
- **IGDA Leadership Forum Speaker** (November, 2007) San Francisco, USA
"Leveraging Outsourcing to Enhance Development"
- **GDC China Speaker** (August, 2007) Shanghai, China
"Building Lasting Outsourcing Partnerships"
- **GamePlaces International Keynote Speaker** (July, 2007) Frankfurt, Germany
- **IGF Judge** (2003-Present, Judge Emeritus 2008), Annual Independent Games Festival
- Member of International Game Developers Association (**IGDA**), Project Management Institute (**PMI**), Association for Computing Machinery (**ACM**), and Media Entertainment Technology Alliance (**META**)

EXPERIENCE 2008-Present **ACTIVISION** Minneapolis, MN

Director of Production (2008-Present)

- Directing a slate of multi-platform console games (X360 / PS3 / Wii / NDS / PSP) by managing internal producers and external development teams.
- Participating in slate planning, evaluating potential development partners, and managing P&L roll-up of projects to ensure franchises maintain creative, technical and financial objectives.

2006-2008 **VIVENDI GAMES (ACTIVISION BLIZZARD)** Los Angeles, CA

Sr. Director of Outsourcing (2006-2008)

- Directed outsourcing (domestic and offshore) of game production services for Vivendi's game studios worldwide (Vivendi Games merged into Activision Blizzard in July 2008).
- Facilitated the initiation and management of production outsourcing services for many next-generation game titles (X360 / PS3 / Wii) including:
 - **Ghostbusters, Prototype, Bourne Conspiracy, 50 Cent: Blood on the Sand, World in Conflict, Timeshift, Empire Earth 3, WET, Crash, Spyro** and other unannounced titles.

2006-2006 **THQ** Agoura Hills, CA

Project Director, XDG (2006)

- Co-founded the External Development Group (XDG) to establish efficient pipeline between internal THQ studios and external outsourcing resources worldwide (including China, India, Europe and Australia).
- Evaluated and engaged the services of outsourcing vendors, to allow core teams to focus on delivering innovative game play for multiple next-generation games (X360 / PS3 / Wii).

EXPERIENCE
CONTINUED...1998-2006 **SONY DEVELOPMENT (HYPER ENTERTAINMENT)** Burbank, CA**Vice President, Game Development / Digital Media** (2001-2006)

- Provided technology and design consultation for digital entertainment projects, including theme parks, museums, malls, arcades, and other location-based entertainment venues.
- Consulted as **Director of Development** for game outsourcing startup (**VYK**), establishing distributed production pipeline and successfully delivering assets for multiple console game titles (XBOX / PS2 / Gamecube). Managed overseas art production for clients in USA.

Manager of Game Development (2000-2001)

- Managed team of artists and engineers to productize HyperBowl attraction, originally developed specifically for SONY's METREON, for the home and arcade markets (sold over 1 million copies).
- Hyper Entertainment spun-off from Sony in 2000 through a management buy-out.

Technical Director / Project Manager (1999-2000)

- Directed game development for grand opening of SONY's MEDIAGE in Tokyo, Japan.
 - **Quaternia, Badlands, HyperBowl (aka Cyberbowl)** (Networked PC Arcade Games)

Lead Programmer (1998-1999)

- Developed motion-simulator game for grand opening of SONY's METREON in San Francisco.

1995-1998 **WALT DISNEY IMAGINEERING** Glendale, CA**Project Lead, Research & Development**

- Massively Multiplayer Online Games Project (foundation for PC MMO game: **ToonTown Online**)

Show Designer / Senior Programmer, Virtual Reality (VR) Studio

- Completed two launch titles on SGIs for the **DisneyQuest** location-based entertainment center:
 - **Aladdin's Magic Carpet Ride** (Multiplayer VR Arcade Game)
 - **Hercules in the Underworld** (CAVE-based Arcade Game)

1993-1995 **HUMAN INTERFACE TECHNOLOGY LAB** Seattle, WA**Research Associate**

- **GreenSpace** (Trans-Pacific Networked, Immersive Game Demonstration @ NICOGRAPH Japan)
- Co-moderated Usenet newsgroup **sci.virtual-worlds** (Virtual Reality research discussion forum)

EDUCATION1995 **UNIVERSITY OF WASHINGTON** Seattle, WA**Master of Science, Computer Science and Engineering**

- Emphasis on **Human-Computer Interaction** and **Networked Virtual Reality**
- Completed thesis on Large-Scale Multi-user Virtual Environments (MMO)
- **Treasurer**, UW Chapter of the ACM (Association for Computing Machinery)

1992 **UNIVERSITY OF WASHINGTON** Seattle, WA**Bachelor of Science, Computer Engineering**

- Graduated Cum Laude, with emphasis on **Robotics** and **Artificial Intelligence**
- **Vice President**, UW Chapter of Eta Kappa Nu (Electrical Engineering honor society)

1989 **NORTH SEATTLE COMMUNITY COLLEGE** Seattle, WA**Graduation Speaker, Pre-Engineering Major**

- **President**, NSCC Associated Student Body
- **Treasurer**, NSCC Chapter of Phi Theta Kappa (National honor society)