

Mark Harwood

(818) 731-6374

Mark.T.Harwood@gmail.com

5825 Costello Ave.

Van Nuys, CA 91401

SUMMARY

- SENIOR PRODUCER with over 14 years experience in the strategic planning, development, and management of multi-million dollar interactive titles across all platforms.
- EXPERTISE building successful products from entertainment licenses with many multi-million unit sellers.
- PROVEN LEADERSHIP working with development, marketing, publishing, art and animation, voice and audio, localization, and test teams.
- SUCCESSFUL track record developing and executing high-value and cost-effective solutions and coaching to improve production processes and results.
- MAJOR FRANCHISE experience spans film, comics, and TV, including Tron, The Matrix, James Bond, Spider-Man, Toy Story, G.I. JOE, Phineas and Ferb, others.

PRODUCTION EXPERIENCE

DISNEY PUBLISHING WORLDWIDE - DIGITAL

Glendale, CA. 2012-Present

Senior Producer: Disney Carnival, Unannounced projects

Design and produce apps for iOS/Android based on Disney-owned properties. Work with partners to leverage new technologies into compelling experiences across both digital and real-world products.

DISNEY INTERACTIVE STUDIOS

Glendale, CA. 2008-2012

Sr. Online Producer: Toy Story 3, Spectrobes 2, TRON, Tinkerbell, Alice in Wonderland, High School Musical 3, G-Force, The Princess and the Frog, A Christmas Carol, JONAS, others. (DS/DSi)

Manage/design the ongoing client development of DGamer, Disney's online community for gamers, as well as new custom content for every DS title (20+ titles in <2 years). Also manage the development of Game Style collections for Disney X360 titles and content for PS Home. Coordinate clearances and reference across multiple business units within Disney including Pixar, Feature, Channel, Online, Consumer Products, Legal etc.

- Work on DGamer resulted in a Disney Inventor Award.
- Developed and executed the first two Disney-branded personal spaces for PlayStation Home.
- Managed the development of Disney's first hybrid PS3/BR disc combining game and video content.

SHINY ENTERTAINMENT/DOUBLE HELIX GAMES

Newport Beach, CA. 2005-2008

Producer: The Matrix: Path of Neo (PS2/XB/PC), Earthworm Jim (PSP), Warriors of Enkor (PSP), The Golden Compass (X360, PS3, Wii, PS2, PSP), G.I. JOE: The Rise of COBRA (X360, PS3, Wii, PSP),

Led teams in quality-driven asset production while eliminating excessive overtime. Scheduled, tracked and managed both internal and external staff. Researched and developed special projects.

- Successfully managed the production of 3000+ animations in <8 months and 300+ cinematic sequences in <9 months.
- Conceived, produced and edited two behind-the-scenes featurettes for inclusion as unlockable content. This content was featured in much of the PR coverage.
- Created tools in Excel to track/forecast departmental progress and workloads.

DREAMCATCHER GAMES

Toronto, ONT. 2004-2005

Producer: Dungeon Lords (PC), Cold War (PC, Xbox).

Directed the development of products both on-site and remotely with external teams in the U.S. and Europe. Led effort to license music and obtain co-marketing deal with Century Media (US).

Mark Harwood

(818) 731-6374

Mark.T.Harwood@gmail.com

5825 Costello Ave.

Van Nuys, CA 91401

Cont'd

Maintained master production & resource utilization schedules. Led developers through production cycle. Worked with developers to establish and maintain scope, visual direction, milestone schedule, budget, core functionality, content requirements, supporting documentation, and other production components.

Contracted resources for additional asset creation including voiceover recording, music production, animation, manual writing etc. Reviewed and approved milestone submissions and payments.

- Directed opening cinematic for Dungeon Lords which resulted in our only front-page magazine cover.

INTERSERV INTERNATIONAL INC.

Irvine, CA. 2003-2004

Producer: Iron Phoenix (Xbox, Xbox Live).

Advised China-based development teams on Western standards and best practices for game development; reviewed design suitability for North American / European markets which resulted in InterServ's first ever console release.

- Iron Phoenix was the first Xbox fighting game to support 16 players online.

MASS MEDIA

Moorpark, CA. 2000-2001

Producer: Namco Museum (DC), Ms. Pac Man Maze Madness (DC), Madden 2002 (GBA).

- Directed the adaptation of Madden football franchise to GBA in adherence with strict EA style guides.
- Shipped Namco Museum on budget and one month ahead of schedule. Namco Museum was the #5 best-selling Dreamcast title for the week of 7/30/00.

OTHER EXPERIENCE

NEVERSOFT ENTERTAINMENT(Activision Studios)

Woodland Hills, CA

MGM INTERACTIVE

Santa Monica, CA.

DESKTOP TV, INTELLIKEY LABS, SONY COMPUTER ENTERTAINMENT of AMERICA

Los Angeles, CA.

ACTIVISION STUDIOS

Los Angeles, CA.

CYBERDREAMS INTERACTIVE ENTERTAINMENT

Calabasas, CA.

EDUCATION

USC Marshall School of Business/RUI- Certificates in Digital Media and Technology Mgmt, Film/TV Finance

Gnomon School of Visual Effects, Hollywood, CA – 3D Modeling with Maya

Boston University, College of Communication, Boston, MA - B.S. Broadcasting & Film

Cornell University, Ithaca, NY –“Explorations in Cinema” Certificate Program

INTERESTS

Member IGDA Production SIG Steering Council, Producer's Guild of America. Ice hockey player. Wild animal training/handling.