

Dan Matlack

Executive Level Production and Management

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Professional Summary

Software development can be challenging - I can help lead you to success. I focus on a wealth of experience to create and drive projects and road maps to stay within budget and mentor and drive teams to deliver quality and on time work. Experienced in navigating the complexities of software development, I excel in leadership roles, steering projects towards success within budgetary constraints while fostering team growth. With a focus on software and game development, design, and project management, I boast a proven track record of delivering high-quality, timely results.

Key Skills and Achievements

- Developed new Web3 technology for playable minigames with mint-to-play and in-game staking in Dookey Dash and HV-MTL Forge and HV-MTL Forge the Hunt while a Senior Producer at Yuga Labs – a leader in NFT and Web3 technology.
- Led and contributed to the development of multiple AAA video games, including notable titles like "Frontlines: Fuel of War," "Homefront," and "Marvel's Avengers."
- Proficient in managing various types of game projects, spanning Live Service Games, Single Player Games, and Multiplayer Games.
- Established and managed VR development pipelines, overseeing projects such as Autodesk Stingray and Revit VR.
- Orchestrated the successful release of enterprise software and games, resulting in a 176% increase in Autodesk stock price during tenure as Senior Manager of Content.
- Directed large teams of over 100 outsource developers globally, ensuring project success and quality standards.
- Managed the production of military simulations and apps, contributing to a reduction in US military casualties and holding a Secret Clearance.
- Seasoned Agile/Scrum Master with 15 years of experience.
- Demonstrated entrepreneurial spirit by successfully launching and managing a restaurant.
- Secured multimillion-dollar military contracts as Director at IPKeys Technologies.

Professional Experience

Senior Producer (Games), Yuga Labs, NYC - 2022 – 2023

Spearheaded the development of innovative Web3 and NFT token-gated gaming technologies. Managed production teams and outsourced development for games like Dookey Dash and Forge the Hunt, introducing new revenue streams.

Senior Producer (Narrative), Ghost Story Games, NYC - 2022

Oversaw narrative development for an unannounced Ken Levine game, managing internal teams and external vendors. Played a key role in planning, scripting, and organizing the narrative direction of the project.

Senior Producer (Gameplay), Crystal Dynamics, NYC - 2021 – 2022

Led production efforts for Marvel's Avengers, delivering regular updates and expansions. Transitioned to Senior Production Core Gameplay on Perfect Dark, overseeing gameplay mechanics and AI systems.

Creative Director (VR Development), Transfer Inc, NYC - 2019 – 2021

Provided creative direction and managed production for VR development projects, including proprietary VR software. Led a team of 65+ developers and secured significant funding for the company.

Vice President of Production (Proprietary Software), Carbon Games, WA/NJ - 2019

Managed production for VR software projects and cross-company development teams. Oversaw business management aspects and served as Scrum Master and Project Manager.

Senior Content Manager (Enterprise Software), Autodesk, NYC/SF - 2014 – 2018

Managed the creation of assets, platform templates, and example games, contributing to Autodesk's shift to a subscription-based SaaS distribution platform.

Creative Director (Military Simulations), IPKeys Technologies, NJ - 2011 – 2014

Procured and managed multimillion-dollar government military contracts for simulations and apps, resulting in a reduction of allied casualties.

Senior Game Designer (AAA Games), Kaos Studios, THQ Inc, NYC - 2007 – 2011

Successfully shipped two AAA games, "Frontlines: Fuel of War" and "Homefront," generating significant profits for publisher THQ.

Additional Experience

Restaurant Owner, Hooper's TexMex, NY - 2005 – 2007

Established and operated a full-service restaurant, managing all aspects of branding, planning, and construction.

Graphic Artist, NYS Board of Cooperative Education, NY - 2003 – 2005

Collaborated with state school districts to create educational materials, resulting in improved resources for New York State.

Editor, Staff Writer, Evening Sun, NB Gazette, NY - 2001 – 2003

Managed editorial operations for local newspapers, covering fire and police news.

Professional Athlete (Pitcher), San Diego Padres Baseball Organization, CA - 1995 – 1997

Education and Additional Activities

- Agile and Scrum certified and practiced since 2007.
- Graduated from Major League Baseball Scouting School with the Detroit Tigers.
- Active in volunteer work, including disaster relief efforts during Hurricane Sandy.
- Pursuing personal interests in music production, game development, outdoor activities, and writing.
- Have raised three happy and healthy grown children.