

LORI KINNEY

Lori.Ann.Kinney@gmail.com

CERTIFICATIONS

Certified Scrum Developer

Scrum Alliance
2023

Credential ID: 001044665, CSD

Certified Scrum Product Owner

Scrum Alliance
2023

Credential ID: 001044665, CSPO

Certified Project Management Professional

Project Management Institute
2022

Credential ID: 6831277, PMP

Certified Scrum Master

Scrum Alliance
2020

Credential ID: 1187515, CSM

EDUCATION

Savannah College of Art and Design

Major: Motion Media Design
2010-2012

Graduated summa cum laude, MA

University of Cincinnati

Major: Electronic Media
Minor: Journalism
2003-2007

Graduated cum laude, BFA

AWARDS

Historically Accurate Game Jam 7:

First Place for History and Theme:
2023 (Team Award)

Cynopsis Kids Award:

Best Online Game: 2015

Webby Award: 2012 (Team Award)

Peabody Award: 2010 (Team Award)

Emmy Award: 2009 (Team Award)

WORK HISTORY

Amplify

Associate Director of Creative Production

2022-Present

- Built the Creative Game Production Department from the ground up creating new processes for the software engineers and creative teams to work together in iterative development cycles.
- Directly managed a team of producers and senior producers.
- Managed the budget and roadmap for the department.
- Led procurement and contract management for human voice talent, production studios, and outside vendors.

Wizards of the Coast

Senior Technical Producer

2021-2022

- Led four cross functional Agile remote teams on delivering updates to the Magic: The Gathering Companion App and additional software.
- Served as Scrum Master unblocking issues and leading Agile ceremonies.
- Improved a team's velocity by introducing new processes, improving communication, and boosting morale.

Nickelodeon

Senior Game Producer

2016-2021

- Served as Product Owner defining KPIs, refining the backlog, and prioritizing user stories with the development teams for apps ranging from licensed, to native, to subscription.
- Shipped six titles for iOS and Android platforms from concept to live ops.
- Oversaw relationships with outside game production vendors and managed production timelines, budgets, and contracts.

Game Producer

2014-2016

- Served as a Project Manager, producing over forty games for the Noggin subscription app.

Amplify

Content Producer

2013-2014

- Authored curriculum for students using HTML and CSS in a CMS.

The Fiscal Times

Technical Producer

2012-2013

- Lead the team in implementing a new CMS for the website.
- Designed images for the brand using Photoshop

Sesame Workshop

Associate Game Producer

2010-2012

- Produced Once Upon a Monster Xbox360 Kinect console game.
- Produced educational games for sesamestreet.org and pbskids.org.