

ADRIAN BETTRIDGE-WIESE

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GAMES EXPERIENCE

Head Writer

March 2015–Present

[*The Antioch Chronicles: Thoughts in Chaos \(Released 20180504\)*](#)

- Led story development meetings to build a satisfying conclusion to a historic campaign.
- Wrote complete first draft of campaign script in WriterDuet.
- Collaborated with project team to revise and produce game script.
- Tested story content and gameplay segments to ensure engaging gameplay experience.
- Created voice line tracking Excel spreadsheets for voice actors.
- Directed voice actors and sound editors, many without experience in the StarCraft setting.

Project Lead /Head Developer

March 2015–Present

[*The Antioch Chronicles: Remastered \(Released 20150415\)*](#)

[*The Antioch Chronicles: Thoughts in Chaos \(Released 20180504\)*](#)

- Implemented narrative and gameplay in StarCraft 2 map editor.
- Conceived and spearheaded project to remaster and conclude a classic StarCraft/Broodwar Campaign.
- Managed project assets, map production workflow, and team assignments.
- Recruited, mentored, and managed team of fifteen developers, artists, writers, and testers.
- Instituted and trained team members on tools including Trello, Subversion, and Slack.
- Provided daily feedback and direction for developers and artists during map and mod creation.

OTHER EXPERIENCE

Chief Operations Officer

July 2014–Present

[2wāv inc.](#)

- Work with potential customers to understand software development needs, communicate those needs to engineers, write and deliver development proposal to potential customer.
- Communicate with customers during development, giving updates and responding to feedback.
- Develop application frontends in HTML, CSS, and JavaScript.
- Coordinate development efforts of 2wāv engineers across multiple projects.
- Identify and report software bugs in Redmine.
- Manage daily business operations, including invoicing, payables, payroll, and contracts.

Director of Support Services

April 2011–June 2014

[Common Ground Research Networks](#)

- Cultivated client relationships with a geographically and culturally diverse group of customers.
- Recruited, hired, trained, mentored, and supervised international customer service team responsible for a peak volume of over 200 customer contacts each day.
- Selected, implemented, and provided training for customer service tools, including new e-mail-tracking system.
- Served as user advocate for development of [CGScholar](#), a writing education tool.
- Identified and reported software bugs in JIRA.
- Provided internal support services and training for conference and publishing departments.
- Collaborated with department heads and senior leadership in developing long-term company goals.

EDUCATION

Master of Human Resources and Industrial Relations

University of Illinois at Urbana-Champaign, 2010

Bachelor of Music

University of Illinois at Urbana-Champaign, 2008