

ERIC YOCKEY

Baltimore, Maryland (USA) • Portfolio, contact, and media resume at <http://EricYockey.com>

Accomplished game producer, designer, and developer with 13 years of industry experience and numerous commercial releases. Experienced in leading teams with Agile/Scrum methodology. Skilled in many disciplines, including management, production, art, audio, and programming. Collaborator with international companies including Apple, Andamiro of Korea, and Sega of Japan. IGDA Baltimore board member since 2015. Battle-tested entrepreneur who enjoys challenge, innovation, and technology.

Professional Experience

Production & Design Lead, CEO & Founder, *Unit-e Technologies, L.C.*, Baltimore, MD 2011 – 2022

- Operated a hardware & software studio with over 20 employees and contractors, plus over 100 global partners
- Designed & Produced the GaaS (Games as a Service) music game *Neon FM*, earning a featured recommendation from Apple
- Released the games *World's Fastest Drummer* (arcade), *Neon FM* (arcade & mobile), and *Transgression* (Xbox 360)
- Partnered with Andamiro Co. Ltd. of Korea (*Pump It Up*) for the Asian arcade release of *Neon FM*
- Produced and sold the *Showcase Chrono* timer system to over 50 American Ninja Warrior-licensed venues
- Planned for and exhibited at 12 trade shows—including *IAAPA* and the *GTI Asia China Expo*—and over 20 conventions
- Produced and sold *RFpay* (an industry-leading RFID payment system) internationally
- Negotiated with companies, unions, and artists to license over 200 musical works and software licenses

Production & Design Lead, COO & Co-founder, *Jokers Games, LLC*, Baltimore, MD 2018 - 2022

- Designed the floorplan and managed a retail cash-prize gaming venue in a high-risk area of Baltimore City
- Produced, designed, and performed live ops for a skill-gaming portal at *JokersGames.com* that grossed over \$380k in its first year

Production & Design Lead, CTO & Co-founder, *Gold Farm Limited Partnership LLLP*, Cheyenne, WY 2018 - 2022

- Produced, designed, and developed an online precious metals exchange that managed over \$2.3M in its first year
- Produced for live ops and provided customer support for clients in high-stress financial situations

Production & Design Lead, President & Co-founder, *Pop'nKO Music & Entertainment LLC*, Baltimore, MD 2004 – 2006

- Managed an arcade game development studio with 26 employees and contractors and produced *Neon FM: Dance Radio* (arcade)
- Negotiated an exclusive contract with Betson (the largest arcade distributor) for manufacture/distribution of *Neon FM: Dance Radio*

Education

Master of Business Administration, Global MBA, Marketing & Entrepreneurship, Johns Hopkins Carey Business School 2014
Double academic concentration, Executive VP of Games Industry Relations

Bachelor of Science, Simulation & Digital Entertainment, University of Baltimore (*Alpha Chi for academic merit*) 2012

Bachelor of Science, Business Admin., University of Baltimore (*Summa Cum Laude, Omicron Delta Kappa for leadership*) 2011

Certifications & Specialized Training

Jira, Confluence, Agile Methodologies, CPU design, 6502 & x86 Assembly 2022
Certificates available on request

Innovation for Humanity Project, Baltimore, MD / Hyderabad, India 2012 – 2013
Six-month consulting project for LV Prasad Eye Institute with a residency in India

Audio Engineering (AudioWorks), Sheffield Institute for the Recording Arts; Phoenix, MD 2004

Relevant Software & Languages

Production	Excel, Sheets , Jira, Confluence, Trello, Gitlab, Shotgun/Shotgun, Homebase, Asana, AWS
Design / Dev	Unity 3D , Unreal Engine 4 & 5, Godot, Git, GitHub, SourceTree, InDesign
Programming	Visual Studio, UnityScript, HTML, PHP, SQL, C#, C++, C , Assembly (6502/6507, 8086, x86, x64), JavaScript, JSON, Shaders, XML, CSS, Bootstrap, Linux (various distros)
2D / 3D Art	Photoshop, Illustrator, 3ds Max , Maya, ZBrush
Audio / Visual	Premiere Pro, ACID Pro , Pro Tools, After Effects

■ **Bold items** indicate over 10 years of experience