

## Peter Parker

Email: peterdp456@gmail.com

Phone number: 703-229-9957

Website: [peterparker1.com](http://peterparker1.com)

## **Work History**

### **Co-Head Tournament Organizer of *Hitfall* event**

November 2022 —

Responsibilities:

- Handle production timeline and internal task delegation.
- Coordinate grassroots and social media marketing campaigns.
- Build relationships with third parties such as designers, vendors, and top players.

The first Hitfall event doubled its entrant expectations, and the second Hitfall event was invited to be part of the **official developer-backed tournament circuit**.

### **Member of *GAMEmason* event planning committee**

GMU Student Involvement

January 2019 — Spring 2022

Responsibilities

- Represented interests of the GMU Esports community within the committee.
- Assisted in outlining event goals, itinerary, and speakers.
- Organized and hosted featured esports tournaments.
- Coordinated with other members to properly incorporate esports into the event.

GAMEmason attendee count grew by 40% over the first three years, **reaching 800+ entrants in 2022**.

### **Project Lead of *George Mason: A Declaration of Rites***

GMU Computer Game Design

Fall 2021

Responsibilities

- Guided overarching vision of product towards important benchmarks.
- Coordinated team leads and mediated disputes during game development.
- Lead team meetings and evaluated content delivery of assigned tasks using JIRA.

### **GMU Esports President**

GMU Esports

January 2020 — May 2021

Responsibilities:

- Lead GMU Esports' transition from a club into a school-supported program.
- Strategized short- and long-term plans and goals for the program.

- Steered and assessed attainment of program benchmarks and w/ Leadership Team.
- Introduced online/Discord-based community events for students during a COVID year.

The GMU Esports Discord server **doubled its member count** to over one thousand members during the first year of the program.

## **Overwatch Media Manager**

GMU Esports

September 2018 — January 2020

Responsibilities:

- Coordinated content creation for GMU Esports' Overwatch team.
- Curated the team's online presence through social media management.
- Networked with outside organizations on behalf of the team and pushed brand awareness.

## **Hard Skills**

- Battlefy and start.gg bracket management
- Discord server bot and community management (former owner of **1k+ member server**)
- Twitch and OBS familiarity
- Production software familiarity (JIRA, Trello, Microsoft Teams)
- Social media features familiarity (Twitter, Instagram, YouTube)
- Adobe CC (Photoshop, Illustrator, and others) use and familiarity
- Steamworks desktop publishing

## **Soft Skills**

- Team leadership and communication
- Professional copywriting, editing, and presenting
- Project outlining, planning, and attention to detail
- Flexible workflow, able to work independently or cooperatively
- Time management and commitment to deadlines

## **Education**

Falls Church High School, Falls Church, VA

Sep 2013 — June 2017

George Mason University, Fairfax, VA

BFA, Computer Game Design

Aug 2017 — May 2023