rushanshekar

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_experience

//Nugget Bridge - Vancouver, BC from June 2012 - Present
Position: Webmaster & Co-Founder (Volunteer)
• Set up and maintain website, forums, and social media channels
• Collaborate on the creation and execution of site vision
• Organize content management efforts both on and off-site
• Organize and execute live streaming and updating at events
• Write news and feature articles
• Lead and coordinate site branding and design efforts
• Lead, coordinate, and edit video and podcast efforts

//Smogon - Vancouver, BC from February 2008 to June 2012
Position: Community Manager (Volunteer)
• Moderated and led discussion on Pokémon fan site of over 125,000 members and over 500,000
  unique monthly visitors.
• Co-led development on multiple sections of site based on needs of users in those areas.
• Advised site leadership based on analytics information.
• Acted as liaison between event organizers and site users.
• Participated in and helped organize local events for site users while attracting new users.
• Coordinated volunteers across North America and Europe to provide live event coverage.
• Created and published site's Twitter, Facebook, and front page news posts.
• Hosted monthly podcast and coordinated site's podcast efforts.

//BlackBerry - Waterloo, ON from January 2011 to September 2011
Position: Product Management Associate (Co-op) - BlackBerry Platform Services Group
• Designed presentations to effectively convey product visions to executives within the company as
  well as top tier carriers around the world.
• Created mockups for product using company brand guidelines and assets provided by partner
  design firm.
• Worked with other teams to create mockups for their projects to effectively convey product vision
  to executives within the company as well as top tier carriers around the world.
• Contributed to requirements document for product and kept it up to date throughout project.
• Created initial product roadmap for product.
• Created integration strategies and mockups for product in preparation for and in the period
  following relevant acquisitions.
• Created user flows and brainstormed initial ideas for Bing-BlackBerry Integration project.
• Coordinated meetings between different internal divisions and external companies between cities
  in Canada, United States, United Kingdom, Ireland, Israel, and Sweden.

//Fraser Health Authority - Surrey, BC from April 2010 - October 2010
Position: Business Systems Analyst (Co-op) - Knowledge Management
• Managed user access and maintenance of Microsoft SharePoint sites for internal use.
• Took a part in the design process for a new user-centred intranet platform.
• Developed automated workflows to increase productivity and free team from repetitive tasks.
• Led training sessions to familiarize users with new CMS and intranet.
• Created training documentation in print, web, and video for tools used by the ~23,000 employees
  of the organization.

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_education

//**Simon Fraser University** - September 2006 to June 2012
Degree: Bachelor of Arts in Interactive Arts & Technology + Communications (Joint Major)
Concentration: Media Arts
GPA: 3.280

_projects

//**Bing BlackBerry Integration** - Research in Motion, Spring 2011
Objective: Showcase interesting uses of Bing integration with the BlackBerry OS
Role: Ideator and Conceptual Designer
Software: Adobe Photoshop CS5
Result: Worked with team to come up with multiple integration points for Bing on future BlackBerry smartphones and PlayBook tablets. Created early user flows for each use case that were presented to VP, then after iteration, to Microsoft. Once a partnership was reached, project was announced at BlackBerry World by Mike Lazaridis and Steve Ballmer with one of the concepts used as an example.

//**Tower Terror** - Simon Fraser University, Spring 2010
Objective: Create a resource management game that would be engaging for teens
Role: Project Lead, Producer, Designer, and Programmer
Software: Visual C# 2008, XNA Game Studio 3.1, Adobe Photoshop CS4, Google Docs
Result: Sole programmer on a tower defense video game for Xbox 360 and Windows using Microsoft's XNA framework. Led a group of artists, sound designers, and those with no technical or game experience on a product over the course of eight months.

_skills

Final Cut Pro 7	InDesign CS6	Word 2010/11	SharePoint 2007
Premier Pro CS6	Flash CS6	Excel 2010/11	SPSS Statistics 17.0
Photoshop CS6	Dreamweaver CS6	PowerPoint 2010/11	XNA Game Studio 3.1
Illustrator CS6	Captivate 4	Outlook 2010/11	HTML, CSS, and JavaScript

_interests

//**Video Games**
I'm an avid gamer and also have an interest in the games industry as a whole. Gaming is the youngest entertainment medium today and it's exciting to watch it evolve as its potential for narrative delivery, immersion, and social experiences is no where close to being fully realized. I also closely follow how interactive entertainment is currently integrating itself with other media.

//**Travel**
I'm very aware of how I live in a metropolitan region of 2.3 million in a world of 7 billion. A city that is just over 125 years old in a world that is billions of years old. Visiting other places and learning about their culture, history, and day-to-day life facinates me.