

# Ernie Stepp III

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## EXPERIENCE

### Game Development Manager, Ainsworth Game Technology

November 2013 – Current

Manage staff and game development projects for Las Vegas Studio. Responsible for North American and Latin American Class III product pipelines. Work closely with Sydney and North Carolina Studios, as well as neighboring departments (e.g., Engineering and Technical Compliance) to ensure product quality and uniformity is maintained.

Standardize and implement development processes for Technical Game Developers to complete projects with focus on optimizing time-to-market. Establish formal standards of performance to ensure team culture thrives on creativity, accountability, and pride of workmanship.

### Technical Game Developer, Ainsworth Game Technology

March 2011 – November 2013

Collaborated with mathematicians, artists, and technical compliance department to create innovative and engaging Class III video slots for gaming markets worldwide. Performed black-box testing and QA analysis. Prepared firmware submissions for gaming test labs.

Troubleshoot software issues and worked with development team to create proper training documentation, as well as game build specifications for video slot machines. Efficiently managed project timelines and delivered quality work with minimal supervision.

### Product Development Manager/UX Designer, DiTronics LLC.

September 2009 – March 2011

Collaborated with international development teams to create functional specifications and scope documentation for software application enhancements. Responsible for creating overall product user experience including wireframes, prototypes, interaction designs, and finished screens for company product suite.

Managed development projects from definition through product deployment. Led project meetings with development staff and provided updates to management. Developed and performed smoke testing, black-box testing patterns, and relevant user research.

### Project and Operations Manager, DiTronics LLC.

September 2006 – September 2009

Successfully coordinated over 25 national installations of company product suite. Improved installation process by introducing efficient project scheduling guidelines. Led weekly project meetings. Consulted with IT directors and CFOs to establish and maintain overall project plans. Maintained project budgets while managing multiple vendor relationships.

Managed daily operations of client services, including installations, repairs and customer support. Managed technicians, customer support specialists, and operations team. Responsible for the hiring of technical staff and annual reviews.

## EDUCATION

### Bachelor of Science - Web Design and Interactive Media

The Art Institute of Las Vegas

