

Ernie Stepp III

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EXPERIENCE

Game Development Manager, Ainsworth Game Technology

November 2013 – Current

Responsible for North American and Latin American product development. Implement and standardize development processes with a major focus on optimizing time-to-market. Establish formal standards of performance and staff development to ensure team culture thrives on creativity, accountability, and pride of workmanship.

Work closely with Sydney, South Carolina, and Third Party studios, as well as neighboring departments (e.g., Engineering, Technical Compliance, and Marketing) to ensure product vision, scope, and quality are both achieved and maintained. Ongoing management of game development staff and projects for Las Vegas Studio.

Technical Game Developer, Ainsworth Game Technology

March 2011 – November 2013

Developed Class III video slot machine games. Worked closely with Australian Math, Art, and Sound departments to produce Ainsworth's game library for U.S. jurisdictions and sub-jurisdictions.

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 casino 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 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.

Technical Project 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

Dean's Honor List - Cumulative GPA 3.80

The Art Institute of Las Vegas

