



Paul Osier

Experienced Game Director, Creative Director & Producer for Mobile/Desktop Apps and other Visual Experiences

CONTACT

Paul Osier

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Portfolio
Company
LinkedIn

EXPERIENCE

Creative Director/Founder, Iron Monkey - November 2014-Present

Conceptualize, design and produce games and interactive apps. Products include promotional games, interactive AR & VR applications for mobile and desktop. Clients include Nickelodeon, Columbia Pictures, Universal Pictures, Orion Pictures, Stanford University, Atrium Health.

Senior Manager, Digital Content, Sprout (NBCU) - Philadelphia, PA - 2011-2014

Responsible for the conceptualization, development and management of all digital content on SproutOnline.com, associated micro-sites and mobile apps.

- Conceptualize and produce engaging online games, mobile apps and promotional content.
- Write game design docs that include story, gameplay, copy, specs, flow and wireframes.
- Lead creative and technical teams through all phases of project development.
- Work with Marketing, Social and Programming to produce effective promotional campaigns.
- Come up with creative and cost-effective ways to maximize site traffic and engagement.
- Plan, manage, track and maximize the digital department's yearly budget.
- Work closely with all departments to ensure content aligns with business goals.

Creative Director, Blit Games - Middletown, DE - 2007-2011

As Creative Director for Blit, my job was to envision, design, and manage the implementation of fresh game ideas for clients with tight timelines and budgets.

- Conceptualize unique game ideas that engage players in a seamless brand experience.
- Create complete game design document outlining the entire project.
- Design UI for ease of use so little or no game instructions are necessary.
- Write the game's narrative keeping in mind the possibility of localization and voiceover.
- Design and develop exciting and challenging game levels and objectives.
- Lead team of programmers and artists throughout the entire production process.
- Acquire and engineer music and sound effects.
- To portray Blit's image as fun and professional, I initiated a rebranding effort, featuring a new website with a portfolio of work that acts as the company's only marketing tool.

Clients include: Disney, Mattel, Paramount Pictures, Warner Bros., Topps Candy, Fox Films, MTV, VHI, Spike TV, Coors Light, Keystone Light, Cartoon Network, Game Show Network.

Creative Director/Founder, Iron Monkey Interactive - Wilmington, DE - 1996-2011

Founded in 1996 in response to requests for premier web and print solutions for local and national clients. Managed team of designers and programmers that provided design and development services to clients including McDonald's, Washington Capitals, and Speed Racer.

Freelance Graphic Designer - Wilmington, DE - 1993-1996

Y&R | MBNA | Aloysius Butler & Clark | Janet Hughes & Associates | ProGraphics
Conceptualized, designed, and developed marketing/advertising materials for business partners with tight and dynamic deadlines.

EDUCATION

Art Institute of Philadelphia, Philadelphia, PA - 1986-1988

Degree in Visual Communications & Graphic Design

RECOGNITION

Cynopsis Kids, Communication Arts, Print, Webby, Dope Awards, Horizon Awards, DE Ad Club