

# Rollins Wimber

Producer with experience in film and video game production and development.

470-232-1702  
rollwimber@gmail.com

## FILM CREDITS

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### **I Have No Tears, and I Must Cry** (13 minutes, 2022, producer)

- Official Selection, 2023 Sundance Film Festival.

## WORK EXPERIENCE

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### **Production Coordinator**

*WB Games / Avalanche*

Apr 2021 – Current  
Salt Lake City, UT

- Ship cinematic content for Hogwarts Legacy.
- Oversee the production of 160+ cinematics from script delivery to final polish.
- Scope proposed scenes and estimate worktime based on artist count.
- Manage a team of 15+ artists and animators using Jira, Shotgrid, and Confluence.

### **Quality Assurance Tester**

*WB Games / Avalanche*

Dec 2020 – Apr 2021  
Salt Lake City, UT

- Gray-box test daily builds and report bugs and crashes using Jira.
- Prepare game flow documents for milestone check-ins with studio executives.
- Coordinate with developers to track and reproduce issues in Visual Studio.
- Provide feedback on changes to gameplay and game design.

### **Executive Assistant**

*Lionsgate*

Feb 2020 – Jul 2020  
Santa Monica, CA

- Assistant to the Senior Vice President of Interactive Ventures & Games.
- Engage in business development conversations with potential dev partners.
- Design pitch decks for major internal and external IP stakeholders.
- Provide feedback on game concepts, test builds, and marketing strategies.

### **Motion Picture Production & Development Intern**

*Lionsgate*

Jun 2019 – Aug 2019  
Santa Monica, CA

- Complete script coverage and submit with recommendations to studio executives.
- Check talent availability and compile lists of potential writers and directors.
- Prepare memos on upcoming film festivals and films to watch.
- Track talented new artists, breakout films, and other industry news.

### **Web & Graphic Designer**

*Brigham Young University School of Music*

Jan 2017 – Aug 2019  
Provo, UT

- Redesign the BYU School of Music official website to match university style guide.
- Provide website mockups and wireframes to assist developers with UI/UX.
- Create vector logos, motion graphics, and videos using Adobe CC suite.
- Design promotional materials for recruiting, guest artists, and masterclasses.

## EDUCATION & HONORS

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- BA in Media Arts, Magna Cum Laude, Brigham Young University.
- Minor in Business Management, Marriott School of Business, Brigham Young University.

## SKILLS

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- Video game development.
- Film, music video, commercial production.
- Adobe Photoshop, Illustrator, InDesign, Premiere Pro, After Effects, and Acrobat.
- Jira, Shotgrid, and Confluence.
- Microsoft Office.
- PCs, consoles, and VR rigs.
- Fluent in Spanish.