



Christopher Curra

Executive Producer

(512) 785-3518

chriscurra@gmail.com

linkedin.com/in/chrisjcurra

Dallas, Texas

EXPERIENCE

Lead Faculty | Curriculum Chair

Dallas College (game design department)

08/2012 - Present

- Produced 100's of game jam prototypes with inexperienced student teams using the Unreal Engine and Unity Engine.
- Trained and mentored students and assisted them in getting jobs at major video game development companies and publishers such as Activision Blizzard, iD Software, Gearbox Software, Sony Santa Monica, Splash Damage and many more.
- Scaled the game department from 50 students to over 500.
- Hired, and managed over 20 faculty combined, and trained them in "find the fun" rapid prototyping.
- Designed the curriculum and degree considered one of the best programs in the state for a community college gaming program that competes with 4-year programs in the area.
- Expanded from 1 to 10 rooms spread over 3 campuses.
- Added multiple dual credit high school degree programs and a bachelor's degree transfer program that takes every credit hour.
- Searched, purchased and currently housing millions of dollars worth of computers, software, technology, and equipment.
- Led a group of students in one month to win first place in the 2023 Texas Skills USA video game competition.
- Invited to the 2023 national Skills USA video game contest.

Executive Producer

Lunarfall (video game development company)

01/2021 - 12/2024

- Cofounded, funded, and scaled a 40 person, 100% remote indy video game company with only Discord and GitHub.
- In 1 year completed The Mysterious Misadventures of Mollie and Mordecai which was built using the Unreal Engine and published on the Epic Games Store in 2022. Game porting to Xbox, Playstation, Nintendo Switch, Steam, and Steam Deck.
- Crafted the vision for the release title, from concept to release.
- Developed hyperlocal product strategies for global games.
- Guided talented game developers to complete the vision.
- Provided clear goals, expectations, feedback, and guidance for both moment-to-moment fun and long-term game engagement.
- Helped collaborate with external partners, marketing, and business operations to achieve project goals.
- Stayed up-to-date with the games market and identified opportunities for growth.

SUMMARY

An accomplished video game development leader with over 20 years of game development experience, and a proven track record of success leading large cross-functional multidisciplinary remote teams. Christopher has shipped over 20 published games, and has a deep understanding of game development, game publishing, and mindset to identify and seize opportunities for growth. As a leader, clear communication, collaboration, and teamwork are prioritized. Christopher is passionate about working with amazing people to create engaging games with global demand.

SKILLS

Creativity

Communication

Problem solving

Leadership

Project management

Customer service

Emotional intelligence

Time management

Teamwork

Conflict resolution

Critical thinking

Work ethic

Attention to detail

Vision

Core values

Collaborating

Innovating

Ambition

Flexibility

Empathy

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Defungify (Web3 game infrastructure company)

11/2021 - 12/2023

- Cofounded a Web3 startup focused on building plugins for the Unreal Engine and Unity Engine using blockchain technology.
- Led the development of a proprietary blockchain protocol and smart contract platform that powers our flagship product.
- Built and managed a cross-functional team, including developers, designers, and marketing professionals.
- Collaboration with industry partners and early adopters to refine the product and ensure market fit.
- Established strategic partnerships with key players in the blockchain gaming ecosystem, including wallets, exchanges, game studios, game engines, and DApp developers.

Managing Partner

Perpetual FX Creative (video game development company)

11/2007 - 08/2012

- Served as Managing Partner and Executive Producer handling all financial negotiations, legalities, national, and international operations while managing over 100 people.
- Designed, developed, marketed and released the game Galactic Bowling for PC, Wii and iPhone which sold around 1 million units worldwide and is still available at Walmart, Target and other retailers as well as online.
- Managed several teams nationally, internationally, in person and remote, to design and develop PC, console and mobile games such as Rocket Racing League, Inception (Warner Brothers) and Top Hand Rodeo Tour as well as many more.
- Built and managed sustainable business relationships and IP with industry leading companies such as Electronic Arts (EA), Microsoft, Sony, Nintendo, Ubisoft, Playboy and many more.

Producer

MumboJumbo (video game publisher)

11/2006 - 11/2007

- Led the development team and produced "The Office" PC video game for the hit NBC show.
- Managed all internal and external relationships for the game.

Lead Animator

Ritual Entertainment (video game development company)

10/2003 - 11/2006

- Worked on several released Xbox, Playstation, Nintendo and PC games as the Lead Animator.
- Worked on FPS, Third Person Shooter, RPG, and many more.

Animator

Reel FX (film, commercial, and interactive animation studio)

01/2003 - 10/2003

- Animated on the G.I. Joe: Spy Troops CGI animated movie.
- Produced high quality animation with strong attention to detail.

LANGUAGES

English	Native
Spanish	Intermediate

EDUCATION

Animation

Savannah College of Art and Design

2003

Bachelor of Fine Arts (BFA) in Computer Art

- Excelled in 3D animation and rigging.
- Talented with motion graphics.
- Great at graphic design and 3D modeling.
- Accomplished many creative projects.
- Refined leadership and project management skills.
- Built and managed several websites.
- Competed nationally as a collegiate athlete.