



RYAN R MORRISON

Project Manager & much more

CONTACT

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OBJECTIVE

To leverage my extensive related experience in game design and development with my project management and facilitation capabilities and skill sets to establish a multitude of useable formats.

CURRENT WORK EXPERIENCE

ADJUNCT PROFESSOR **CAMDEN COUNTY COLLEGE**
BLACKWOOD, NJ **9-2003 TO PRESENT**

I work with students and student groups through 4 levels of game design classes where they conceptualize, design, plan and deliver a product for market including marketing tools, deliverable games & host a sales show where they market to an invited audience.

ADJUNCT PROFESSOR **DREXEL UNIVERSITY**
PHILADELPHIA, PA **4-2023 TO PRESENT**

I work with students and student groups through several levels of game design classes where they conceptualize, design, plan and deliver a product for market including marketing tools, deliverables and more.

CEO/CO-OWNER **ISLAND OFFICIALS LLC**
WOODBURY, NJ **1/2007 to PRESENT**

Established in 2007, Island Officials is a game, web & app development studio based in Southern New Jersey.

CO-OWNER/OPERATOR **THE NERD MALL**
WOODBURY, NJ **10/2011 to PRESENT**

I am the operating officer of the retail division of has evolved into The Nerd Mall, in two locations is a space that buys, sells and trades in action figures, toys, board and video games, comic books, records and so much more.

FOUNDER /OPERATOR **SOUTH JERSEY GEEK FEST**
WOODBURY HEIGHTS, NJ **4/2013 to PRESENT**

Biannual event bringing in 2000-3000 attendees and over 100 vendors, entertainers and artists.

FOUNDER /OPERATOR **MONTHLY THROW**
WOODBURY, NJ **3/2016 to PRESENT**

Monthly Mystery Box for Yo-yos and Skill Toys.

SKILLSETS

Project Management
Event Planning
Talent Acquisition
Public Speaking
Marketing & Collaboration
Instructional Design
Budgeting
Logistics
Facilitation
Team Dynamic
Detail Oriented
multi-Tasking
Game Design
Team Development
Adobe CS
Video & Sound

ACCOLADES

South Jersey Awards for /Island Officials/Tiki Tiki/The Nerd Mall

Best of South Jersey 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023

Best of Gloucester County 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023

Main Street Woodbury Business of the Year 2013, 2014

FAF Game Changer Award 2013

Woodbury Community Pride Rainbow Award 2018

SJ Magazine Game Night Award 2017

SOFTWARE ENGINEER-FRONT END DEVELOPMENT

SRA Award for contribution within CTO/CIO transition 11/2010

SPOT Award for team achievement 10/2012

SPOT Award for team achievement 10/2013

Tech Lead Award for team achievement 11/2014

ADJUNCT INSTRUCTOR GAME DESIGN & DEVELOPMENT

Instructor of the year 2011

Impact in Education Award winner January 2018

STORE MANAGER/AREA MANAGER

Game Changer Award 2003, 2004, 2005
Top in Region Award 2003, 2004, 2005, 2006, 2007, 2008

PREVIOUS WORK EXPERIENCE

VISUAL COMMUNNICATOR (Contract) BRYN MAWR TRUST BRYN MAWR, PA (Virtual) 9/2020 TO 4/31/22

I was a fulltime contractor with Bryn Mawr Trust (remote) where I am a visual communicator inside their CTO department. I provide anything from artifacts and art assets to slide decks, engineering diagrams and flowcharts to full on dynamic presentations. I have assisted with software rollouts, testing and bug tracking and project management as they divest to WSFS.

OPERATING OFFICER (Contract) FLEMING TECH CAMPS NARBETH, PA (Virtual) 3/2022 TO 3/2023

A part-time (remote) contractor with Meterowave Communications tasked with overseeing the administrative and operational functions of the business as they prepare to scale up their operation.

LOGISTICS COORDINATOR BUTTONSHY GAMES HADDON HTS, NJ 7/2019 to 11/2022

Analog game publisher.

Engineer VENCORE INC.(PREVIOUSLY THE SI ORG & LOCKHEED) King of Prussia, PA 7/2008-8/2016

8+ years of professional working experience, with a firm understanding of design concepts and firm knowledge of WordPress, HTML, CSS and SASS (or other precompiled CSS). While working on the OASIS R&D Project I was on the UX design team. On this team I was responsible for taking user and customer input and translating that to engineering outputs. As part of my tenure on that position we developed the branding & style guide for use on the 4-person UX team and adopted by the engineering team.

I was the lead word press developer for the CIO organization. This entailed performing changes, updates, design, maintenance and manipulation of themes, content, and plugins. While working on the Serious Games R&D Project I was project lead for the team. On this team I was responsible for taking customer and stakeholder input and translating that to the engineering and design outputs.

VARIOUS RETAIL LOCATIONS IN NJ, DE & PA 1992 to 7/2008

Gamecrazy (Hollywood Video) West Deptford, NJ 2/2003-7/2008

Store Director/District Manager in training

Ran full operations of a high revenue store video game specialty retailer. Full scope of responsibilities including HR, OPS, Inventory, Receiving, Communications, Product placement and sales.

Toys R Us Multi-Locations, NJ 11/2001 to 2/2003

Guest Service Manager

Responsible for all OPS, HR, POS, Signage & maintenance in locations

Funcoland/Gamestop Multi-Locations, NJ & DE

5/1998 to 11/2001 Store Manager

Responsible for all daily OPS, HR, Product & Inventory process and training

Blockbuster Video Multi-locations NJ, DE, PA

1/1992 to 5/1998 Store Manager

Responsible for all daily OPS, HR, Product & Inventory process and training