DANIEL WRIGHT

1009 N. Caldwell St., Apt. 1636
Charlotte, NC 28206
571.244.6196
dh.wright94@gmail.com

TL;DR

- First-hand experience with technology innovation pipeline, from research on emerging technologies to execution of in-store customer facing pilots
- Ability to demonstrate creative vision through compelling storyboards that effectively gain stakeholder buy-in
- Innate understanding of how to effectively use technology to meet critical business needs

EDUCATION

BFA | Savannah College of Arts and Design, June 2017
Major: Interactive Media and Game Design | Minor: Business Management & Entrepreneurship

EXPERIENCE

Producer | Lowe's Innovation Labs
MARCH 2018 – PRESENT

- Currently leading development of proof of concept (PoC) leveraging smartphone-based data capture for customer facing design experience
- Managed install and execution of a four-week proof PoC for a large-scale digital customer experience that occupied 1000 sq ft in the central Charlotte store
  - Coordinated stake holder meetings and demos with VPs to C-Suite/Board of Directors during design and exploration phase
  - Worked directly with all associated vendors for on-time install, delivery and break down of all utilities, technology and display
  - Interfaced daily with store management and trained associate sales staff
- Managed multiple hackathons for Lab staff, including the yearly Microsoft Global Hackathon, demonstrating three prototypes to Microsoft CEO
- Designed and executed a "tech fast forward" that resulted in five prototypes to define future areas of exploration to leverage consumer data and technology enhanced design tools
- Managed and executed a far future prototype leveraging new commercially available LiDAR technology to capture customers' home physical layout and enable remote augmented reality consultation with home designers
- Customer viewpoint and feedback focal point for iPad-based design application pilot for specialty sales teams to capture customer kitchens and transition from 2D to 3D model
  - Developed in-depth associate training documentation and designed test plan
- Leading the design of new multi-million-dollar east coast Labs space as part of the new Lowe's Tech Hub facility in Charlotte

- Serve as Labs finance manager for tracking and managing multi-million-dollar budget and accounting for all expenses and invoices
  - Developed finance SOP, staff training documentation and routine reports for Labs leadership team
  - Developed bespoke finance tracking tools to provide visibility and accountability
- Developed a shared tool for tracking partnership interactions and relationships using Salesforce
- Assisted in the testing of multiple pilots and PoCs, capturing observations and anecdotal data to help improve experiences and reshape the future of retail home improvement and retail
- Assisted in identifying key academic partners and existing studies around VR training for store associates
- Curate and deliver weekly headlines to the C-suite focusing on tech & competitor news
- Maintained Lab equipment and off-site storage for Charlotte team, purging and procuring new technology as needed
- Hosted multiple tech demos for associates, Labs leaders, C-Suite and Board of Directors
- Coordinated participation in general STEM awareness public events and demonstrations

TSA Frisky| SCAD
JANUARY – AUGUST 2017

- Team Lead/Producer, 3D Artist, QA, and Social Media Manager for project team of nine
- Developed a fully playable VR demo in 20 weeks
- Selected as one of 5 Finalists for the E3 College Game Competition
- Featured on Rooster Teeth's and YouTube's official E3 Live Stream, 200k+ in YouTube views, and +1.6k demo downloads
- Pitched the project to SCAD's new incubator program, resulting in project funding

Project Umbra| SCAD
MARCH – JUNE 2017

- Served as Producer, Leap Motion Lead, and SCRUM Master for project team of 13
- Developed a fully playable VR prototype in 10 weeks
- Lead the programming team in experimenting with Leap Motion
- Designed the UI, creating all icons and menu layout

SKILLS

- Partnership Management
- Product & Project Management
- Vendor Management
- 3D Modeling
- Agile/SCRUM
- Finance Management
- Game Design
- Gamification
- JAVA/Coding
- Sound Design

- Video Editing
- Adobe Suite
- Final Cut Pro
- Microsoft Office
- Maya
- Pro Tools
- Salesforce
- Trello
- Unreal Engine
- Unity