

DOUGLAS RAPPAPORT

Reston, VA | 202-515-6629 | rappapod@mac.com

Internationally-trained Project Manager/Writer with an advanced studies degree in film and television scoring from the University of Southern California and more than 20 years of comprehensive experience developing film and television content, creating engaging material for interactive products, and working with cross-functional teams to produce quality applications. Innovative expert with unique combination of writing, editing and project management skills. Results-driven, collaborative professional passionate about meeting and exceeding client expectations. Will benefit professional organizations by providing top-tier writing and production services.

Technically proficient in Jira, Agile, Waterfall, Dev Track, HubSpot, Perforce, SharePoint, Mailchimp, HipChat, Trello, Word Press, Basecamp, MS Office, CoSchedule, MS Teams, Slack, Zoom, Smartsheets, Encompass, Final Draft, Float, and Pro Tools (amongst others).

CAREER HISTORY

Independent – Remote Digital Producer

April 2015 – Present

Responsible for creating, conceptualizing, assessing, and implementing strategies, applications, and content across digital and mobile platforms. Manages digital applications and third-party content for acceptance with first-party publishers. Recent clients include VIVA Creative, New America Financial, WTI, VOA/US Agency for Global Media.

GTL – Falls Church, VA Content Writer

December 2018 – January 2021

Collaborated with designers, other marketers, and product managers to brainstorm and deliver compelling creative solutions in B2B, B2C, and B2G. Wrote clear, on-brand copy that aligned with GTL's voice and tone. Understood the value of A/B testing, analytics, and SEO. Embedded searchable terms into product descriptions, names, and product information. Demonstrated deep product knowledge in order to deliver meaningful content for GTL users. Championed the human element, making sure GTL was focused on the needs of real people in the real world. Worked on editorial schedules.

Homespire Mortgage Corporation – Gaithersburg, MD Content Manager

February 2015 – December 2018

Content development, B2C, marketing solutions, and promotional materials. Managed projects and outside vendors to meet financial marketing deliverables using content editing, copywriting, and other digital marketing tools. Translated creative content strategies.

G-Cluster Global Corporation - Paris, France Production Manager

June 2013 - December 2014

Supervised off-shore production team of 50 in the development of content for a proprietary cloud-based platform. Managed processes to translate documentation toward non-technical personnel. Designed new business initiatives and drafted organizational charts. Projects developed with leading game studios such as Disney, Ubisoft, Konami, Warner Bros, Electronic Arts and Gameloft. Managed budgets and schedules.

Best Boy Entertainment – St. John's, Newfoundland Head of Interactive Development

September 2011 - May 2013

Supervised development team focused on educational applications for multiple digital platforms. Projects included Zorbit's Math Adventure, among others. Managed budgets from \$300K to \$1M dollars; supervised a development team of 18 people and external contractors.

Rappapod Media Group, LLC – Beverly Hills, CA Managing Partner

August 2010 - August 2011

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Focused on developing film and television projects. Developed and maintained relations with investors and distributors, venture capitalists and entrepreneurs for games, independent films and TV productions. Talent representation services.

A2Z Development Center (Amazon) – Lake Forest, CA

June 2008 - June 2010

Producer

Directed the development of new games and mobile applications — prototyping phase through launch. Innovative producer. Inspired player performance by means of implementing rewards and achievements. Edited game design documentation and original, inventive business proposals. Worked on such projects as Airport Mania, Dusk World (Kindle Choose-your-own Adventure), and others. Managed multiple external teams, budgets, and schedules.

Konami Digital Entertainment – El Segundo, CA

July 2005 - June 2008

Senior Producer

Senior managed creative and engineering teams as well as third-party vendors throughout the design and lifecycle of various games, including Karaoke Revolution: American Idol and SAW. Led process to develop elite ideas into amplified and purposeful concepts for specific products. Coordinated with marketing and PR on promotional campaigns, box layout, and other crucial publicity tactics. Directed voice-over narration for interactive products. Managed multiple teams of 50+ and budgets of more than \$10M. Managed schedules.

Electronic Arts, Tiburon Studio – Orlando, FL

June 2003 – June 2005

Associate Producer/Writer

Responsible for writing, directing and recording commentary for interactive game scripts. Core gameplay elements lead and GDD contributor from design to completion. Brainstormed, created, and acclimated gameplay mechanics, story factors, and in-game components. Projects included Madden, NASCAR, Head Coach, NFL Street, Arena Football and Superman. Represented company in specialized trainings/conventions on their content. Managed schedules.

EDUCATION

Graduate Program/Advanced Studies: Film and Television Scoring | UNIVERSITY OF SOUTHERN CALIFORNIA, LOS ANGELES, CA
Received Harry Warren Honorarium, 1 of 12 Students Selected Worldwide

Graduate Program/Advanced Studies: Music Performance | YALE UNIVERSITY, NEW HAVEN, CT
Received Charles H. Ditson Scholarship

Undergraduate Program/Music Performance | SOUTHERN METHODIST UNIVERSITY, DALLAS, TX
Received Meadows Artistic Scholarship, Founding Charter Member of Phi Kappa Psi Fraternity