MATT FORBECK

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Education 1989	University of Michigan—Ann Arbor Bachelor of Arts, Concentration: Creative Writing	Ann Arbor, MI
Experience 1988–Present	 Full Moon Enterprises	
2002–2004	 Human Head Studios Director – Adventure Games Division Launched adventure games division for successful comp Managed the sourcing and production of all games in the 	
1996–1999	 Pinnacle Entertainment Group President/Co-founder Founded a publisher that became a top-five roleplaying-game company in less than two years. Developed several award-winning products, including <i>Deadlands: The Weird West</i>. Managed Pinnacle's home office and oversaw the coordination, budgeting, sourcing, and production of several concurrent projects being worked on by a number of freelancers and in-house staff. Responsible for training and managing production staff. 	
1993–1995	 Iron Crown Enterprises Game Editor/Designer Line editor, developer, and writer for Silent Death boardg Writer for Middle-earth Roleplaying line. 	Charlottesville, VA
1989–1990	Games Workshop Design Studio Game Editor, Developer, Designer, and Copywriter • Editor and designer for Space Hulk and Blood Bowl game I • Ad designer and copy writer.	Nottingham, England ines.
Skills	Writing, editing, game design, consulting, world creation, budgeting, management, leadership, graphic design, and publishing. Proficient with Microsoft Word, InDesign, Pagemaker, QuarkXPress, Freehand, Filemaker Pro, and Photoshop.	
Interests	Games, comic books, novels, traveling, computer games, sports, computers, acting, film, music, reading, and writing.	
References	Available upon request	