Kraig Wilson

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EXPERIENCE

Capture Technician Specialist   July 2022 - Present
Epic Games | Cary, NC

- Oversees internal and external capture builds (PC, Console, and Mobile)
- Work closely with the Capture Cinematographer / Director to help define and drive a capture build pipeline per project.
- Looked at as a knowledge hub for our internal and outsourced capture teams
- Grows and supports direct reports to become their best.
- Collaborates with multiple stakeholders, teams, and outsourced partners.
- Manages and Actively Onboards Outsourced Partners/Vendors
- Organizes future equipment deployment to persist with game industry standards
- Works in multiple programs including but not limited to, Unreal Engine 5, Perforce, JIRA, Wrike, Workday, Discord, and Slack

Capture Technician   January 2021 - July 2022
Epic Games | Cary, NC

- Used Confluence Wiki to maintain documentation
- Actively used Helix Perforce
- Created developer scripts to speed up capture and maintain quality standards
- Transitioned from using Unreal Engine 4 to Unreal Engine 5
- Provided Support to External Partners
- Managed Multiple builds, game backends, and projects

Game Capture Specialist   May 2019 - Jan 2021
Epic Games | Cary, NC

- Tracked and created bugs using Atlassian JIRA
- Created emote marketing projects using Unreal Engine 4 and Adobe Premiere Pro
- Worked as an actor in gameplay scenes used in trailers
- Handled mobile capture for Fortnite

Project Management Coordinator   June 2018 - March 2019
Verizon Business| Temple Terrace, FL

- Managed multiple projects at various stages of the project management lifecycle
- Coordinated with multiple companies and vendors
- Adhered to strict deadlines

Employee Accounts Coordinator   January 2010 - June 2018
Verizon Wireless | Wilmington, NC/Tampa, FL

EDUCATION

Strayer University | Associate in Business Administration and Management   March. 2020

- GPA: 3.98
- *Honors Graduate*

SKILLS

Confluence · Adobe Premiere Pro · Game Development · Perforce · Jira · Technical Support · Time Management · Team Leadership · Project Management · Video Production · Project Coordination · Project Tracking · Management · Vendor Management · Unreal Engine · Unreal Engine 4 · Unreal Engine 5