

Darrell Hardy

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Objective

A creative or managerial position creating compelling new games for the tabletop or video game market.

Qualifications

- More than 10 years experience in the hobby games industry as a production manager, art director, designer, and developer.
- Proven skill in handling time-critical, deadline-driven projects.
- Extensive experience in managing multiple simultaneous projects.
- Managed teams both large and small to produce excellent products that are on time and on budget..

Professional Accomplishments

Game Design and Development

- Co-designed the extremely successful board game **Runebound**.
- Co-designed the company's first licensed board game, **Dragonball Z Battles**.
- Co-designed the successful "disk" and tile games **Deadlands: Range Wars**, **Vortex**, and **Twilight Imperium Armada** (aka "**Star Trek: Red Alert**").
- Developed numerous board and card games, including **Wreckage**, **Atlanteon**, and **Frenzy**.
- Managed multiple simultaneous board and card game projects, including directing art and editing copy, while maintaining the projects' deadlines and budgets.

Writing

- Wrote scenarios and dialog for an in-development serious computer game
- Contributed writing to numerous roleplaying books, including **New Gods of Mankind**, **Fireborn**, **Dawnforge**, and **Redline**.
- Wrote the final rules and flavor text for numerous board and card games, including **Runebound**, **Scarab Lords**, and **MagBlast**.

Art Direction

- Sought, screened, and hired dozens of freelance artists each quarter.
- Managed the contracts, invoices, and deadlines for a stable of more than 200 artists working on multiple simultaneous projects.

Production Management

- Directed the printing and assembly of board, card, and collectible card games by coordinating multiple vendors in China, Germany, England, and the U.S.
- Oversaw the manufacture of elaborate board games with detailed miniature plastic components, including the **Twilight Imperium**, **Descent**, and **World of Warcraft** board games.
- Found new vendors for printing, plastic, wood, and other specialized game components.
- Maintained budgets, quotes, invoices, and deadlines for simultaneous projects at multiple vendors.

Employment History

Dec. 2006 – Present	Production Manager	Inner Workings, St. Paul, MN
Sept. 2006 – Present	Designer, Writer, Editor	Freelance, multiple clients
Sept. 1999 – Sept. 2006	Production Manager	Fantasy Flight Games, Roseville, MN
July 1997 – Aug. 1999	Police Clerk	Metro Transit Police, Minneapolis, MN
Oct. 1995 – June 1997	Admin. Assistant	Jeane Thorne, St. Paul, MN

Education

Bachelor of Arts, English, 1995 Honors Program	Bemidji State University, Bemidji, Minnesota Dean's List
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