Mims H. Wright

Product Manager / Software Developer / Game Designer / Mentor / Author / Speaker

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Overview:

For over 20 years, I've been a software developer and product manager for clients in the US and Europe. I love to build elegant, useful and beautiful products.

I am a polymath and working across multiple disciplines allows me to communicate between customers, teams, and stakeholders. Rather than obsessing about the latest framework, I focus on the experience of the customers.

I'm a lateral thinker. I pick up on new information fast and I thrive on finding creative solutions to problems. I love a good challenge and will spend my weekend researching or diving into a new programming language.

I'm looking for opportunities to work with other smart, creative, and fun people and teams that deliver value, not just features and bug fixes. I hope to work with companies that care about the customer, the quality of their products and the impact they make on the world.

Career History:

Tech Product Manager

Migratory Studio, BV

December 2022 - Present

Principal Engineer

Freelance

April 2007 - May 2022

Migratory Studio is a technology and product consultancy. We help forward-thinking companies around the world achieve their visions. We bring a holistic approach to problem solving and look for the best way to adapt the specific needs of our clients.

Notable Clients: The Game Crafter

I've had the amazing opportunity to be a freelancer / contractor / consultant for an amazing variety of clients. The companies I've worked with have ranged from Mom & Pop Shops to Enterprise-tier Corporations and everything in-between. Some people find freelancing to be stressful but I enjoy the dynamic nature of the work. Working with a variety of teams and codebases has strengthened my communication skills and made me confident when jumping into new situations.

Notable Clients: Balsamiq Mockups, Honda, Toyota, Scholastic

Principal Web Engineer

Huge

August 2012 - February 2015

We made wonderful things together at Huge, big projects with big, talented teams who swing for the rafters. Huge is a, maybe THE, design-and-ux-forward company and it shows in their work. My job was to make those big ideas work and in turn those big ideas made my work look great!

Notable Clients: Lexus, Samsung, Netflix, FX, Tempur-Pedic, GIA

Senior Software Developer

Schematic

February 2006 - April 2007

At Schematic, I was part of an excellent team of developers and designers on a number of larger-scale web applications. We pushed the boundaries of what was possible with current technology from building some of the first streaming video players to custom-built multi-touch installations. I also contributed as a project technical lead.

Notable Clients: Comcast, AOL, Condé Nast

Web Developer / Designer

Domani Studios

August 2004 - April 2005

When I joined Domani Studios as a developer, it was still a relatively small company. Along with creating boutique interactive experiences, I built-out complex data-driven websites. During the production of the award-winning game Kid Cupid, I contributed as both a game designer and developer.

Notable Clients: Starwood, American Federation of Arts

Featured Work:

For a full list of select projects please visit my at mimswright.com/portfolio

Notable Clients:

Throughout my time working with leading agencies and as a freelancer, I've contributed to a number of successful companies. Here are just a few.

- AMC
- Balsamiq Mockups
- Condé Nast
- Honda
- Johnson & Johnson
- Reebok
- Starwood Hotels
- The Game Crafter

- AOL
- Coach
- FX
- IFC
- MTV Networks
- Samsung
- Suzuki
- Toyota

- Adult Swim
- Comcast
- Heineken
- Lifetime Network
- Panasonic
- Scholastic
- Telemundo

Agencies:

Here are some of the digital agencies and software companies I've had the pleasure to work with as a consultant.

- **AKQA** Berlin
- **Possible Worldwide**
- **Saatchi & Saatchi** LA
- **Tool**
- **Domani Studios**

- **Huge Inc.** NY, LA, SF
- **EffectiveUI**
- **Dunning, Kruger & Associates**
- **LXRD**
- **Balsamiq Mockups**

- **Organic Inc.** NY
- **Band Digital**
- **UniversalMind**
- **Your Majesty**
- **OMGPop (Zynga)**

Publications:

Co-author of

ActionScript 3.0 Bible
Wiley, 2007

A definitive resource for mastering Flash and ActionScript programming, this book was translated into 4 languages and is now in it's second edition.

Writer / Editor

dispatchEvent() Blog
2006 - 2012

dispatchEvent() *was* an online resource for programmers (focusing on Adobe Flash) with over half a million visits over its lifetime. I currently write on **Medium** as @mimshwright

Public Speaking:

Speaker at **dotJS Conference** (previously at **Berlin.js** and **ReactJS Berlin**)

Mimstris: creating an arcade puzzle game in React / Redux
December 2017

The making of **Mimstris**... What started out as an innocent game tutorial soon became a semi-obsessive crash course in modern front-end concepts. I retell my journey from nothing to a 60-line package.json file.

Speaker at **Beyond Tellerrand** (warm-up) and **Up.Front Berlin**

A Designer's Guide to Thinking like a Programmer
November 2017

Explores how coders employ a plethora of interesting tools to solve problems. Presents 5 fundamental concepts that software developers use on a daily basis and shows how to apply them to make your designs better and your life easier.

Speaker at **JS.LA** and **Up.Front Berlin**

Understanding Binary
April 2016

Full title: "Understanding Binary *or* the Sad, Strange Tale of the Boy with only 2 Fingers". Computers are "just a bunch of ones and zeroes," right? But how do ones and zeros become pictures and sounds? We explore what "just a bunch of ones and zeroes" really means by starting at the beginning.

Speaker at **JS.LA**

Making a Simple Game in plain JavaScript
August 2013

This talk walks the audience through the basics of making a simple game in JavaScript. We start with a game loop and progresses adding a new feature at each step along the way. The end result has graphics, physics, sprite animation, collision detection, text and sound.

Education:

University of Colorado, Boulder
Interactive Design
May 2001 - May 2002

Savannah College of Art and Design
Graphic Design, Photography
August 1998 - August 2000