FERALUCCE SAVAGE

LaPlace, Louisiana | feralucce@gmail.com | linkedin.com/in/feralucce-savage
Citizenship: U.S. Citizen | Veterans' preference: None | Security clearance: None
Portfolio: savagelightstudios.com/portfolio/project-management/

PROJECT MANAGER | PRODUCER | CROSS-FUNCTIONAL DELIVERY

SUMMARY

Project manager with more than 30 years in media production, including 14 years producing independent film and television, where the creative producer and the line producer were the same person: holding scope, schedule, budget and crew together from concept to delivery. Since 2021, the hub of a 15-person team shipping 20 Below, a tabletop roleplaying game, across twelve interdependent deliverables. Skilled in stakeholder communication, change control, risk management and keeping one version of the truth across many products.

WORK EXPERIENCE

Producer — 20 Below (tabletop roleplaying game), Remote
03/2021 – Present · 40 hours per week

- Serve as hub for a 15-person cross-functional team (communications, language, engineering, web, four game designers, seven playtesters), making every ruling and final check.
- Coordinate twelve interdependent deliverables: a manuscript feeding a web book, reference document and print PDF; four apps in web and desktop builds; three virtual-tabletop extensions.
- Shipped 149 tagged releases in under three months (July to September 2026), each checked before release.
- Ran change control with a named snapshot before every edit pass: 52 in the two weeks before the print build.
- Took a feature from request to release across four products in one morning, and logged the adjacent bug as its own task instead of widening scope.
- Caught an overlap between two parallel workstreams in a release, documented it and added a staging check to the process.
- Turned playtester and designer feedback into shipped changes, including a rebuilt gear-buying procedure and a skill tier retired on simulation evidence.

Case studies: Fifteen People, Twelve Deliverables, One Hub; The Rung That Made Players Worse; One File That Travels.

Owner | Executive Producer | Creative Director — Savage Light Studios, LaPlace, LA
01/1994 – Present · 40 hours per week

- Manage the full project lifecycle, from stakeholder consultation and scope through budgeting, scheduling, execution and final delivery.
- Built film-crew training on production planning: new ADs check tomorrow’s call sheet against the schedule, cast list, daylight and 10-hour turnaround, and a set-safety evaluation plan gives the 1st AD a set-walk checklist and weekly reporting to the producer.
- Delivered training for two apps of my own design, C-47 Production Engine and VersionPoint, each as a web course and a Rise 360 course exported to SCORM 2004 within two days; logged every gap between the plan and the product and routed fixes into the product rather than the lessons (C-47 release 0.9.2; six VersionPoint fixes, tested and released before launch).
- Own project finances: contract negotiation, budget development and tracking, vendor procurement, equipment investment and staffing.
- Lead multidisciplinary crews across concurrent projects, managing competing priorities and deadlines; 17 producer credits in independent film and television (2011–2024).
- Designed workflow improvements that raised collaboration efficiency, asset and document management, and on-time delivery.

Senior Cinematographer & Motion Graphics Artist — Zebonky, New Orleans, LA
06/2025 – Present · Contract, as needed · about 10 hours per week (average)

- Worked as part of a multi-person photo and video team, shooting product, interview and event footage for launches.
- Coordinated with marketing and product teams on what each shoot needed to deliver.

Cinematographer & Motion Graphics Artist — Albright's Raw Dog Food, Fort Wayne, IN
05/2025 – 07/2025 · Contract · about 10 hours per week (average)

- Planned a short-cycle engagement from kickoff to handoff and delivered to a fixed date.

Digital Archivist & Media Specialist — University of New Orleans, New Orleans, LA
05/2023 – 08/2023 · Internship · 15 hours per week

- Built and rolled out a records system from the ground up, with standards agreed with faculty and staff.

Editing Lab Technical Proctor — University of New Orleans, New Orleans, LA
01/2019 – 10/2021 · 15 hours per week

- Resolved hardware, software and workflow issues for student and faculty teams to minimize downtime.

Creative Instructor & Program Coordinator — Art Camp 504, New Orleans, LA
06/2018 – 08/2019 · Seasonal · 40 hours per week while camp was in session

- Owned scheduling and logistics for a recurring multi-week program, adjusting week to week.

EDUCATION

Master of Arts, Film Production — University of New Orleans
Completed 05/2025 · Cumulative GPA 4.0

Bachelor of Arts, Film & Theater — University of New Orleans
Completed 05/2021 · Cumulative GPA 3.93

SKILLS AND TOOLS

Project Lifecycle Management, Scope & Change Control, Release Management, Cross-Functional Team Leadership, Stakeholder Communication, Risk & Issue Management, Budget Development & Tracking, Scheduling & Deadline Management, Vendor & Contract Management, Quality Control & Review Gates, Documentation & Version Control, AI-Assisted Workflows, Iterative & Incremental Delivery, Stripboard & DOOD Scheduling, Lessons Learned & Retrospectives.

Tools: Adobe Creative Cloud (Acrobat Pro, InDesign, Photoshop, Illustrator, Premiere Pro, After Effects, Audition, Media Encoder); Movie Magic Scheduling and Budgeting, Microsoft Excel, Git and GitHub (version control, tagged releases), DaVinci Resolve, Final Cut Pro