

Clients & Products

As a Senior Creative Management Specialist with forward-thinking leadership based upon flexible, personnel-friendly, product-enhancing processes, Eric has been a member of the games industry since 1991, helping give life to such products as entertainment software and serious games (training simulations) on platforms ranging from desktop to mobile to console to XR (Extended Reality) hardware (in support of AR, MR, VR, and WebGL solutions). Eric has also been involved in the interactive media and digital branding space since 2009 (through consumer-and-client-facing initiatives with enterprise development of mobile apps and websites, internally for corporations and externally for interactive agencies).

This combined experience in collaboration with startups and established businesses alike – acquired through various executive and production-level capacities while overseeing distributed teams comprised of a wide range of disciplines using a mix of delivery methodologies – has granted Eric a unique perspective and understanding of the life cycle for a number of products and services, from concept to completion and beyond.



Products

Below is a limited array of entertainment software products and serious games for which an online portfolio exists. Portfolio samples range from project management / process improvement documents to user experience / user interface samples to in-game product renders to manipulated photographic imagery. You can access that portfolio at http://www.emscharf.com/portfolio/scs_portfolio.htm.

