

JACQUELINE KING

PRODUCER · PROJECT MANAGER

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 (321) 684 - 1653

 North Carolina

ABOUT ME

I am a Producer and Project Manager specialized in delivering complex, highly interactive entertainment experiences. My approach to production is straightforward: I protect the creative team to give them maximum flexibility, while strictly enforcing the project's operational and business needs. Scope, budget, schedule - the never ending puzzle.

ARTICLES

"Star Wars: Galaxy's Edge" VFX Voice

"Millennial Falcon" Pegasus UCF

"Meet The Real Captain of The Millennium Falcon" Forbes Media

AWARDS & PATENTS

2023 Thea Award for Outstanding Achievement - Brand Experience
Star Wars: Galactic Star Cruiser

2020 Thea Award for Outstanding Achievement - Attraction
Millennium Falcon: Smugglers Run

Patent 10,561,954: Systems and Methods for Dynamic Show Length

Patent 11,344,815: Systems and Methods for Dynamic Content Unlock and Adaptive Controls

EDUCATION

University of Central Florida

B.S. Civil Engineering

Minor Statistics & Mathematics

PORTFOLIO

jacquelinecadeportfolio.com



PROFESSIONAL EXPERIENCE

Hunt A Killer / Relatable

Project Manager

2021 - 2026

Responsible for delivering mass market immersive murder mystery games that capture the creative intent within the company's budget and sales goals. Developed a comprehensive go to market strategy in Smartsheet and Monday for current and new game types. Lead coordinated efforts between the creative team and all other company segments including marketing, sales, and operations to successfully deliver products according to those strategies. Assisted operations with sourcing from global vendors. Managed quotes and sample approvals. Reported product budgets, margins, and ROI to leadership.

Walt Diney Imagineering

Star Wars Galactic Starcruiser, Walt Disney World Resort

2020 - 2021

Producer of the Bridge, a space comprised of multiple interactive experiences that blend technology and live entertainment on the Starcruiser. Set priorities across a variety of technical and creative teams including Unreal programmers, Industrial Light and Magic animators and internal show groups. Coordinated the development of a 48 hour Unreal timeline with dynamic show cues to enable realtime media to adjust to varying character performances. Collaborated with the project team to execute one of the largest multi-phase playtesting efforts at Walt Disney World.

Attraction Blue Sky, Walt Disney Studios Paris Resort

2019 - 2020

Strategized expansion options that met the creative, economic, and schedule needs of the park. Met with controls and technical teams to ensure the overall feasibility of the attractions. Prepared executive reports and decks. Progressed the creative vision and technical considerations (ride and show) to validate business assumptions.

Millennium Falcon: Smugglers Run, Disneyland Resort

2016 - 2019

Overall attraction producer, delivered an interactive e-ticket attraction that met the business goals of the park and the creative vision of Star Wars. Continuously evaluated creative processes and regularly reported risk management strategies to executive leadership. Established a collaborative environment between the creative and technical teams. Led reviews from design through production of the physical and real-time media elements. Managed weekly playtests to drive interactive design forward. Balanced and negotiated the creative vision of multiple companies including Lucas Film, Disneyland and Industrial Light and Magic.