

PROFESSIONAL SUMMARY

Game Producer and Agile Project Leader with 15+ years of experience leading cross-functional teams, live-service operations, and product delivery across console, PC, VR, AR, and mobile titles. Certified Scrum Master (CSM) and ICAgile Certified Professional (ICP) with expertise in stakeholder alignment, operational readiness, and improving player experiences through processes and Agile delivery.

CAREER HIGHLIGHTS

- Delivered 30+ shipped titles across PC, console, VR, AR, and mobile platforms with cross-functional production leadership.
- Led teams of up to 50 developers while improving communication, planning, and delivery predictability through agile production methodologies.
- Supported live-service products reaching hundreds of thousands of players through release coordination, operational planning, and cross-functional execution.
- Built production processes and documentation that improved team alignment and milestone execution.

KEY SKILLS

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|------------------------------------|-----------------------------|------------------------|
| ✓ Scrum and Sprint Planning | ✓ Stakeholder Communication | ✓ Release Coordination |
| ✓ Cross-functional Communication | ✓ Documentation | ✓ Product Operations |
| ✓ Live Service Pipeline Management | ✓ Risk Management | |
| ✓ Milestone & Roadmap Planning | ✓ Process Improvement | |

PROFESSIONAL EXPERIENCE

Production Manager, Fun Waffle Game Studio, Remote | May 2023 - Present

Narrative adventure studio with yearly production cycles

- Implemented Agile workflows and processes that improved milestone planning, sprint clarity, and team alignment.
- Managed project roadmaps, documentation, and task tracking across distributed creative and development teams.
- Coordinated team operations, workflows, and communication practices to support scalable production projects.
- Partnered with leadership and cross-functional teams to identify risks, improve workflows, and support project delivery.

Lead Producer, Mob Entertainment, St. Louis, MO | Jan 2023 - May 2023

Creators of Poppy Playtime and Project Playtime.

- Led live service production for Project: Playtime, driving a **69% increase** in active users.
- Improved sprint planning and milestone forecasting by implementing Agile processes across three production teams.
- Managed production roadmaps, stakeholder communication, and release priorities for successful live content delivery.
- Mentored producers and expanded studio operations through hiring, onboarding, and leadership development.

Technical Producer, Black Magic Technologies, Remote | Oct 2021 - June 2022

Early-stage game development team shipping multiple projects for theme park attraction rides

- Implemented Jira and Confluence as Scrum Master to improve team collaboration and project visibility.
- Coordinated stakeholders to define requirements, align priorities, and resolve dependencies.
- Produced roadmaps, documentation, and risk reporting to support informed production decisions.

Producer, 8 BIT Agile Consulting, Hybrid, Orlando, FL | Apr 2017 - Oct 2021

Agile production consultancy for games and tech.

- Produced Virtual Battleground, **achieving the #2 Steam VR ranking and 72% player growth** during Season 1.
- Directed Agile planning, budgeting, and roadmap execution across VR, AR, and enterprise development projects.
- Delivered interactive experiences for NASA, IBM, Carnival Cruise Line, and Princess Cruises.
- Built production workflows and documentation that improved collaboration across distributed teams.

Associate Producer, Zebralighting Studios LLC, Denver, CO | Feb 2012 - Sept 2014

Indie studio developing games across mobile, console, and PC

- Shipped 16 titles across iOS, Android, PC, OUYA, and Xbox One through cross-functional production teams.
- **Increased studio revenue by 275%** through improved production workflows and accelerated release cadence.
- Managed milestone planning, task tracking, and stakeholder communication across multiple projects.
- Partnered with design, engineering, art, and QA to deliver high-quality releases on schedule.

EDUCATION/CERTIFICATION

IC Agile Certified Professional (ICP)

Certified Scrum Master (CSM)

Master of Science, Game Design and Production, Full Sail University, Winter Park, FL | 2011

Bachelor of Science, Game Art and Design, Westwood College, Westminster, CO | 2010

AWARDS & DISTINCTIONS

2020 Steam VR Bronze | 2020

2018 Golden Brick Award for Best AR Art Exhibition | 2018

Official Knight of Orlando by Mayor Buddy Dyer | 2017

2011 IGDA Game Accessibility Award (Global Game Jam) | 2011

TOOLS & PLATFORMS

Production Tools:

Jira, Confluence, ClickUp, Hansoft, MS Project, Trello, G-Suite, Discord, Canva, Figma, OBS, Adobe Suite,

Development Platforms:

Unreal Engine, Unity, Steamworks, Oculus, Quest

RELEASED TITLES

Poppy Playtime Chapter 3, Project Playtime, Virtual Battlegrounds, Asana Racing, Queen Sea Poker, King Cruise Lottery, City Unseen, Electrify, Asana Racing, Kennedy Space Center VR/AR, Marble Void, Marble Droid Plus, Marble Droid OUYA, A Trivia Saga, League of Legends Quiz, Game Logo Quiz, Slurry Bomber, Solipsis, Marble Droid 2