

Game Production & Live Operations | Agile & Scalable Team Leadership
Strategic Project & Stakeholder Management | Community Building & Industry Advocacy

PROFESSIONAL SUMMARY

Versatile Game Producer with 15+ years of experience delivering 30+ titles across Xbox One, VR/AR/MR, iOS, Android, OUYA, and PC/Steam. Certified Scrum Master (CSM) and ICAgile Certified Professional (ICP), with deep expertise in Agile game production pipelines and cross-functional team leadership. Known for championing the indie development scene in Orlando, knighted by the Mayor of Orlando in recognition of developing Indienomicon and helping establish Orlando Game Space, a collaborative hub for interactive media.

CAREER HIGHLIGHTS

Shipped 30+ SKUs on multiple platforms and genres, from mobile to console to VR/AR, having a 275% revenue boost at one studio
Led and scaled teams of up to 50 people, including mentoring producers and promoting team leads across multiple companies
Drove live-service success with a +69% increase at Mob Entertainment's top title and #2 Steam VR ranking for Virtual Battleground

KEY SKILLS

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| ✓ Agile Game Development (Scrum, Sprint Planning, Jira, ClickUp) | ✓ Live Service Pipeline Management | ✓ Production Tools & Platforms (Jira, Unity, Unreal, Confluence, Hansoft, Steamworks) |
| ✓ Cross-functional Team Leadership | ✓ Milestone & Roadmap Planning | |
| | ✓ Stakeholder Communication | |

PROFESSIONAL EXPERIENCE

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

Narrative adventure studio with yearly production cycles

- Implemented Agile methodologies to double milestone planning efficiency and define sprint goals, improving overall project clarity and velocity
- Directed studio-wide staffing, hiring, and business operations, ensuring alignment between creative execution and business goals
- Used ClickUp to manage roadmaps, deliverables, and team capacity across active projects

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

Creators of Poppy Playtime and Project Playtime.

- Led all live service efforts for flagship multiplayer title, driving a +69% user increase and the highest total users since launch (462k+)
- Mentored team members, resulting in three internal promotions to leadership roles
- Implemented Agile frameworks to double milestone planning effectiveness and define sprints with greater clarity
- Scaled studio operations to support three entire production teams while managing recruitment, hiring, and ops
- Managed all client communication and strategic planning, ensuring delivery alignment and cross-team efficiency

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/Confluence and served as Scrum Master to improve cross-departmental communication
- Represented the team in key stakeholder meetings, aligning technical progress with creative goals

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

Agile production consultancy for games and tech.

- Led live development of Virtual Battleground, achieving #2 Steam VR ranking and +72% user growth at Season 1 launch

- Directed art pipeline production, budgeting, tasking, and sprint planning across feature teams
- Managed VR/AR project delivery for NASA Kennedy Space Center, releasing on Oculus Rift and mobile AR platforms
- Oversaw delivery of interactive game solutions for IBM, Carnival/Princess Cruises, and Centerline Digital

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

Indie studio developing games across mobile, console, and PC

- Shipped 16 unique SKUs across iOS, Android, OUYA, PC, and Xbox One
- Boosted revenue 275% in 12 months by ramping release cadence and improving production efficiency

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

ClickUp, Hansoft, MS Project, Trello, Office, Visio, Unity, Adobe CS, HTC Vive, Oculus Rift, JIRA, Confluence, G-Suite, Discord, Quest, Unreal Engine, Steamworks

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