Jeremiah "Jed" Sink

Game Production

West Hartford, CT

(860) 707 – 9774

Email:
jedsink622@gmail.com

Website:
jeremiahsink.com

LinkedIn:
linkedin.com/in/jeremiahsink

Tools
Jira | Confluence | Trello | Version Control | Google Suite | Task-Tracking | MS Office | User Stories | Product Backlogs

Education
Champlain College
Burlington, VT | GPA: 3.9
BS | Game Production Management
Expected Graduation: May 2025

Experience
Game Producer - Endless Studios
Emergent Media Center
May 2024 – August 2024

Key Projects
See full portfolio

FISH!
Producer/Scrum Master | 13 Weeks
Team Size: 8 | Unreal Engine 5

Broken Rosary, Beside a Gun
Producer | 6 Weeks
Team Size: 5 | Unity

Certifications/Credentials
Certified Scrum Master
Scrum Alliance | Nov 2021 – Nov 2023

Delta Mu Delta Omicron Iota Member
Delta Mu Delta | April 2024

Production

- 3+ years' experience utilizing Scrum and Agile in team-based game development settings.
    - Managed teams ranging from 4 – 12 developers.
    - Experience collaborating with Design, Art, Programming, and Sound Design disciplines.
    - Oversaw Product Backlogs, project timelines and burndown data.
    - Conducted retrospectives and postmortems and condensed them into actionable items.

- Tutored many game development students on usage of Scrum and Agile within teams, as well as Jira/Confluence software.

Collaboration

- Resolved interpersonal conflicts within teams using strategies such as Non-Violent Communication.

- Taught team members and tutees how to use communication strategies to solve conflicts.

Process and Optimization

- Led and managed team usage of project tools (Jira, Confluence, Trello) to track progress towards milestones and provide insights on processes.

- Oversaw playtest sessions to collect feedback and analytical data for the purpose of iteration and improvement of project builds.

- Presented to internal college stakeholders to incorporate suggestions and adapt to risks as pointed out in feedback.