

West Hartford, CT

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Tools

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

Certifications/Credentials

Certified Scrum Master

Scrum Alliance | Nov 2021 – Nov 2023

Omicron Iota Chapter Member

Delta Mu Delta | Apr 2024

Education

Champlain College

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

Experience

Game Producer - Endless Studios Contract

Emergent Media Center
May 2024 – Aug 2024

Key Projects

[See full portfolio](#)

shutterbuds

Producer/Scrum Master
Sept 2024 – Present
Team Size: 17 | Unreal Engine 5

FISH!

Producer/Scrum Master
Jan 2024 – May 2024
Team Size: 8 | Unreal Engine 5

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.