West Hartford, CT

(860)707 - 9774

Email:

jedsink622@gmail.com

Website:

ieremiahsink.com

LinkedIn:

linkedin.com/in/jeremiahsink

Tools

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

Certifications/Credentials

Certified Scrum Master

Scrum Alliance | Nov 2021 - Present

Delta Mu Delta Omicron Iota Member

Delta Mu Delta | April 2024

Education

Champlain College, Burlington, VT GPA: 4.0

BS | Game Production Management Expected Graduation: May 2025

Experience

Game Producer

Emergent Media Center (Endless Studios Contract) May 2024 – August 2024

Key Projects

See full portfolio

shutterbuds

Producer/Scrum Master | 27 Weeks Team Size: 17 | Unreal Engine 5

FISH!

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

Production

- 3+ years using 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 to actionable items.
- Mentored and coached game development students on Scrum and Agile within teams, as well as on Jira and Confluence software.

Collaboration

- Enabled interdisciplinary workflow through collaborative concepting and cross-discipline meetings.
- Resolved interpersonal conflicts within teams using strategies such as Non-Violent Communication.
- Acted as a problem-solver for team members, removing blockers by facilitating interdisciplinary communication

Process and Optimization

- Guided 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 sponsors and other stakeholders on project progress, incorporated feedback, and adapted project work to perceived risks.
- Scheduled and modified project timelines based on dependencies and continual progress