

PROFESSIONAL EXPERIENCE

THE INITIATIVE - XBOX GAME STUDIOS/MICROSOFT

Producer II (Senior Narrative Producer) - **PERFECT DARK** (2025)

- > Led Narrative team consisting of 7 Narrative Designers & Writers across 3 studios
- > Oversaw 6 levels in pre-production and 5 levels from production to gold master; including 12 cinematics, 16 in-game cutscenes, 100s of lines of level dialogue, and 5 branching interactive conversations
- > Scheduled and facilitated 12 VO and 6 PCAP recording sessions alongside Audio and Cinematics teams
- > Created cross-discipline process to facilitate writing, triage, feedback, and bugfixing for 1800+ combat barks alongside Combat and Engineering teams
- > Worked with directors to reassess schedule for the Narrative team, leading to greater tasking flexibility, project-wide blockage mitigation, and more manageable deadlines, resulting in 70% productivity increase
- > Crafted new Writers' Workshop process, increasing team's ability to triage and react to regular user test feedback in a timely manner; reviewed new strings & scripts daily; facilitated weekly director feedback sessions
- > Overhauled existing Confluence and Jira resources to create sustainable/scalable "living" documentation; created 3 new Jira dashboards and Confluence templates for continued project use
- > Implemented teamwide use of Jira Smart Checklists to track granular work and react to director feedback, resulting in 80% velocity increase as well as reduction in communication and tasking redundancies

RED STORM ENTERTAINMENT - UBISOFT

Associate Producer - **TOM CLANCY'S THE DIVISION: HEARTLAND** (2022 - 2024)

- > Simultaneously supervised 5 interdisciplinary feature pods of over 20 developers from pre-production to gold master
- > Led effort to experiment with bespoke gameplay and combat feature sets for 5 unique playable characters over 4 rounds of rapid design iteration
- > Helmed complete combat overhaul, including prototyping for 3 new features, NPC behavior improvements, ranged weapon tuning, and a new melee combat system
- > Oversaw iteration and delivery of 25 different Missions for project's Campaign Mode; participated in planning large-scale narrative updates across 3 Writers' Workshops and successfully facilitated rollout of resulting changes
- > Produced 8-person Audio team, including SFX design, foley, music composition, and all stages of VO casting and recording process; worked with recording studio partners to schedule and conduct all VO sessions, participated in VA direction, performed temp VO for 3 characters
- > Managed production pipeline on 12 cinematics, including 4 fully-rendered with performance capture and 8 in-game cutscenes
- > Collaborated with 4 new Directors and Leads to establish best practices for their roles, resulting in 30% increase in feature iteration velocity
- > Designed processes to meet emergent feature team needs, such as roadmaps, documentation templates, and communication pipelines; worked with co-development and IP partners to ensure timely milestone delivery

IRON GALAXY STUDIOS

Associate Producer - **RUMBLEVERSE** (2020 - 2022)

- > Sole producer responsible for gameplay, narrative, and audio teams comprised of 15 interdisciplinary developers, from pre-production through Season 2 gold master
- > Responsible for facilitating the highly iterative production cycle of all 30+ gameplay systems through concept, implementation, and testing
- > Successfully delivered dozens of features, including 43 "Special Moves" and 47 weapons within experimental first-of-its-kind online 3D melee combat system; oversaw production on 100s of unique animations and VFX
- > Collaborated directly with Lead Producer to establish process, initial roadmaps, and best practices during pre-production
- > Founded Rumbleverse Fiction team to coordinate in-game text writing and high-level narrative planning; wrote in-game flavor text, 300+ VO barks/lines of dialogue, and narrative storyboarding for cinematic reveal trailer
- > Facilitated regular contact with publisher and co-development partners; wrote 24 monthly milestone reports

JELLYVISION

Production Apprentice > Production Associate > Production Specialist (2017 - 2020)

- > Constructed and delivered bespoke interactive software for over 100 clients; mastered proprietary authoring software

TECHNICAL KNOWLEDGE & CERTIFICATIONS

PROFICIENCIES

Atlassian Suite
Smartsheet, TeamRetro, Shotgrid, Miro, Trello
Microsoft Office Suite
Unity 2D/3D, Unreal Engine 4 & 5, Twine
Github, Jenkins, P4

SKILLS

Rapid Prototyping/Iterative Development
Gameplay/Combat Design
Dialogue Writing/Narrative Design
Localization/Age Rating Production
VO Performance/Casting/Direction

CERTIFIED SCRUM MASTER (CSM)

