

# Matt Worrell – Game Production

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*Enthusiastic video game producer with industry experience and graduate level education seeking to bring talented developers together to make awesome player experiences*

## EXPERIENCE

**Six foot • Houston, TX**

July 2016 - Current

***Dreadnought • Associate Producer • Lead: Senior Producer, Mike Barr***

- Managed and removed blockers as feature producer of five features and scrum master of two strike teams
- Tracked work and velocity through JIRA tasks story points and an excel backlog
- Scheduled and led meetings to ensure teams had the resources needed to bring features to completion
- Collected weekly playtest feedback to iterate on features using post-match discussions and surveys
- Producer for team creating a new UI that is required to have parity between PC and PS4

***Rime • Production Coordinator • Lead: Producer, Cody Bradley***

- Facilitated communication across four continents, took notes at meetings, and, maintained project confluence pages
- Passed console certification for PS4, Xbox One, PC, and Switch on first attempt, responsible for Xbox and PC skus
- Bug triage with QA manager weekly to ensure health of development and properly assign bug severity
- Hosted and monitored internal playtest which resulted in areas with 90% player failure rates decreasing to 20%

**Epic Games • Cary, NC**

Summer 2015

***Paragon • Production Internship • Lead: Executive Producer, John Wasilczyk***

- Realized project's scope and development progress by creating dependency schedules using Google sheets
- Removed team blockers via creation of a new user guide, managing JIRA tasks, and day to day problem solving
- Scheduled meetings and recorded notes for all project departments; tracked tasks created at meetings using JIRA
- Prepared accommodations, meeting schedules, and playtest sessions for industry guests and project consultants

## GAME PROJECTS AND ROLES

**SMU Guildhall Graduate School Plano, TX**

**Unreal Engine 4 • Capstone Projects • Roles: Producer, Senior Producer • 2 Teams of 14 • 16 week development times**

- *Inua* – Led production using product backlog and agile methodologies with scrum; contracted game's composition
  - Winner of Best Visual Quality at the Intel University Games Showcase at GDC 2016
- *Gravitas* – Mentored and advised as a Senior Producer through lead meetings and peer evaluations

**Unreal Engine 3 • Team Game Project 2 • Roles: Producer, Game Designer • Team of 7 • 12 week development time**

- *EscarGO!* – Produced project that shared art team with a separate project; balanced game systems

**Unity 2D • Team Game Project 1 • Roles: Lead, Producer • Teams of 4 - 6 • 8 week development times**

- *SuperCrush* – Led team and ensured vision and scope through personal sit downs
- *The Abyss* – Correlated communication between product owner and team
- *Heart of the Incendium* – Improved team morale by resolving interpersonal conflicts during peer evaluations

## EDUCATION

**University of Oklahoma, Norman, OK**

Bachelor of Business Administration in Management  
Graduated: December, 2013

**The Guildhall at SMU, Plano, TX**

Master of Interactive Technology, Production Specialization  
Graduated: December, 2015

## MANAGEMENT/GAME TOOLS

- Microsoft Office Suites
- Google Apps Suite
- JIRA
- Wikia and Wiki Building Tools
- Unreal Engine 3 & 4
- Unity 2D Engine
- Scrum Master Certified
- Confluence
- Adobe Photoshop
- Adobe Premier
- 3DS Max
- Perforce