

Matt Worrell – Game Production

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

EXPERIENCE

Illfonic • Golden, CO

February 2019 - Current

***Unannounced Project* • Associate Producer**

- Oversaw the creation of the bossfight feature including the design, prototype, and visuals
- Mentored new hires ramping them up to manage teams previously responsible for
- Producer for the cinematics team including task creation, reviews, department request, and blocker resolution
- Systems producer for matchmaking, meta, sound systems, backend, menus, and gameplay loop
- Managed the creation of the backend systems and documentation coordinating responsibilities with publishing team
- Producer for the engineering and UI teams managing milestone deliveries and JIRA before transitioning to systems

***Predator Hunting Grounds* • Associate Producer**

- Created all LiveOps documentation for the project following up on all of our processes with various teams
- Set up post release content delivery documentation gaining approval from the various departments involved
- Responsible for the Trial Release of the game and the facilitated the feedback from inside and outside the studio
- Producer for the backend team including JIRA management, tool testing, usability review, and milestone deliveries
- Managed the engineering team's milestone deliveries, JIRA management, and cross departmental communication
- Produced the trailer working with different departments to rapidly clean up features represented in the video

Six foot • Houston, TX

July 2016 – October 2018

***Dreadnought* • Associate Producer**

- 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**

- 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**

- 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
- Trello
- Unreal Engine 3 & 4
- Unity 2D Engine
- Scrum Master Certified
- Confluence
- Adobe Photoshop
- Adobe Premier
- 3DS Max
- Perforce