
Executive Producer Resume

Job Objective

Searching for an Executive Producer position that will allow me to continue growing in this field while making excellent contributions to company.

Summary of Qualifications:

- Vast experience in people management, mentoring, and development
 - Outstanding knowledge of managing a project and its various phases
 - Sound knowledge of the techniques involved in game production
 - Familiarity with standard project accounting procedures
 - Ability to work on present game console hardware's
 - Ability to produce games in line with the new trends
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Work Experience:

Executive Producer, April 2008 – Till Date
Telltale Games, Roseville, MI

- Ensured that there are no staffing issues, recruit new members to ensure smooth working of the project.
- Reviewed the performance of the staff and the work completed on a regular basis.
- Administered the complex projects by reviewing them periodically, giving appropriate feedback, identified the need and analyzed the project.
- Monitored the project and allocated the resources in accordance to the same.
- Evaluated the project milestones and suggested changes and improvements.
- Coordinated with the client in helping to identifying the talent and need of a feature film and television presence.
- Interfaced with the legal team to ensure that the contract is up to the mark and in accordance to the law.

Executive Producer, January 2004 – March 2008
Zynga, Roseville, MI

- Administered a team of designers and producer in producing social games for the mass market.
 - Coordinated with the producer, creative and art directors in planning a project from the start to its completion in the allotted budget and time.
 - Ensured that the game is of an amazing experience to the user and is of premium quality.
 - Assisted the product managers and engineers to develop new features to ensure the success of the same.
 - Facilitated the resources of the organization by explaining them the basics of the game and ensuring that the game is in standard with the organization.
 - Researched the prevailing market trends for the games, need of the users and the patterns that are generating more revenue.
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Education:

Bachelor's Degree in Game Development, Morehead State University, Morehead, KY

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