
VIDEO GAME PRODUCER RESUME

Objective:

To use my experience and expertise as a Video Game Producer to help boost the image and reputation of company.

Highlights of Qualifications:

- Remarkable experience in producing and developing video games
- Proficient with Adobe After Effects & Adobe Photoshop, Maya, 3DS Max and 3D package
- Sound knowledge of the game consoles and related hardware
- Familiarity with all aspects of game production – graphics, design, engineering, audio/video, QA, and localization
- Good understanding of game market trends, patterns, and customer requirements
- Profound knowledge of the game development production processes
- Ability to study the market trends and then develop the games accordingly

Professional Experience:

Video Game Producer, April 2008 – Till Date
Microsoft, Cambridge, MA

- Prepared weekly reports on the project schedules and the milestones achieved.
- Maintained working relationships with the development teams and facilitated teamwork in the product development.
- Administered the production process by writing the development process and specifications involved.
- Managed the development of various complex projects, reviewed the project and provided feedback.
- Performed periodic checks on the projects to ensure the work according to the schedule.

Video Game Producer, January 2004 – March 2008
Rockstar Games, Cambridge, MA

- Reported to management if there is any additional resource needed to complete the project.
- Trained the staff in analysis, project management and developing organizational skills.
- Reviewed the project and ensured that the milestone is achieved, recommended any changes if required.
- Ensured that the project is carried in accordance to the client needs and coordinated with the legal team to avoid any complications.

Education:

Bachelor's Degree in Computer Science, East Central University, Ada, OK

[Build your Resume Now](#)