

GWENDOLYN STICKNEY

Game Producer

CONTACT:

gstickneyleads@gmail.com
(360) 703-8801

PORTFOLIO:

www.gstickney.com

SKILLS:

Production Tools

Agile/Scrum Certified
Jira/Confluence
Excel/Google Sheets
Microsoft Outlook
PowerPoint/Google Slides
Trello
Perforce
Discord
Slack

Development Tools

Maya
Photoshop
Substance
Unity
Unreal
Lumberyard
Houdini
Python
C/C#

Soft Skills

Communication
Production Planning
Public Speaking
Outsource Management
Client Communication
Team Management
Documentation

Associate Producer

(Jan. 2020 - Present)

Relentless Studios Amazon Game Studio

Project Manager

(May 2018 - Dec 2019)

MXTreality/MyPad3D VR/AR/XR Software Developer

- Managed a cross-functional development team to develop 6+ concurrent games.
- Implemented Agile/Scrum structure studio-wide to improve efficiency and quality.
- Coached managers, Product Owners, stakeholders and clients on production practices
- Coordinated production between external partners and our London team.
- Identified critical project risks and worked alongside executive leadership to achieve solutions.
- Defined project roadmaps across all disciplines.
- Organized resources, asset libraries, and documentation.
- Led scope negotiation with clients and stakeholders to ensure that their needs are met efficiently.
- Supported the team with technical support.

Computer Graphics Teaching Assistant

(Sep. 2016 - Apr. 2018)

DigiPen Institute of Technology

- Taught students to model, unwrap, texture, rig, and animate using Maya, Substance, and Photoshop then render those assets using PBR in Marmoset.
- Communicated with students to solve technical problems and use more effective and efficient 3D development techniques.
- Provided critique and advice on how to improve each student's project.

Academic Team Projects

Art Producer/Technical Artist

(Sep. 2016 - Apr. 2018)

Skull Tree Games VR Game "Cures & Curios" (available on Steam)

- Managed a 7-person art team to ensure delivery on time and at quality.
- Wrote technical documentation clarifying graphics requirements of virtual reality game development.
- Collaborated directly with game designers and programmers to solve technical problems.
- Developed art tools using Python/Pymel and Unreal Blueprints to improve efficiency and quality.
- Created 3D environment assets from modeling and texturing to engine implementation.

Cinematic Producer

(Jan. 2016 - Apr. 2016)

Team Placeholder 2D Animated Cinematic

- Planned production schedules from visual development and storyboards to a final cinematic.
- Coordinated with a team of 5 animators to communicate project requirements.
- Managed tasks and adjusted scope according to actual production velocity.

3D Environment Artist

(Oct. 2015 - Apr. 2016)

Bear King Games Co-op First-Person Shooter Game for PC

- Developed 3D modular environment assets from concept to modeling and texturing.
- Roadmapped environment production schedules and tracked progress to communicate with the producer and creative director.
- Coordinated with level designers and character artists to determine environment requirements.
- Coordinated with graphics programmers on custom engine development.

Education:

DigiPen Institute of Technology

(Sep. 2014 - April 2018)

BFA in Digital Art & Animation

- Leadership Scholarship
- Student Ambassador
- Academic Success Scholarship
- Wellness Club Founder/President
- Student Government: Art Council Head