Kadin White

Game Producer

kadinwhitedesign@gmail.com | kadinwhitedesign.com | 309-251-7256 | LinkedIn

Skills

Time Management- ability to manage multiple department schedules on projects

Conflict-Resolution- addressing creative disagreements between team members

Interpersonal Communication- between unique personalities on multiple projects

Adaptability- when tailoring team needs and resources to hit deadlines

Project Management- tailored production techniques including Agile to maximize efficiency in projects

Organization- tracking JIRA databases for multiple computer game development projects

Problem-Solving- creating solutions to design issues in game projects to not halt production

Software Knowledge

JIRA

Confluence

Monday

Miro

Microsoft Office

Google Sheets

Unreal

Unity

GitHub

Education

Game Design
Bradley University, Peoria IL
Expected May 2024
Creative Writing/Marketing Minors

Project Experience

Lead Producer, SoulSync City
2023 - 2024

- Driving development of a production schedule between a 26 person cross-discipline team of designers, programmers, and artists, for a 3D first-person movement shooter game project
- Capturing notes in meetings to identify action items and to inform drive toward shared vision
- Assisting development teams in identifying roadblocks and crafting efficient solutions to resolve issues
- Collaborating with the Creative Director and Leads to schedule, track, and complete team goals

Lead Producer, Video Game Prototypes 1, 2, 3
2023

- Championed production practices with an 8 person cross-discipline team of designers, programmers, and artists, to develop multiple 3D game prototype projects
- Maintained JIRA and spreadsheets to roadmap SCRUM sprints in four-week development cycles and plan tasks
- Crafted and maintained effective communication between the team to develop shared workflows
- Managed time efficiently within all three project timeframes

Lead Producer, Fortissimetal
2022 - 2023

- Applied production skills and concepts for a 20 person cross-discipline team of designers, programmers, and artists, to develop a 2D guitar-controlled rhythm game
- Facilitated tasks using ClickUp; ensuring overall team clarity and prioritization of tasks
- Built and maintained project roadmap to help inform project results

Lead Producer, Mind Drifter
2022

- Adapted to quick change during a 7 person cross-discipline team of designers, programmers, and artists, to develop a 3D puzzle platformer project
- Scheduled and ran meetings to ensure consistent communication