



Kadin White

kadinwhitedesign@gmail.com | kadinwhitedesign.com | 309-251-7256 | [LinkedIn](#)

Work Experience

Office Manager, Valley Sand & Gravel Inc.

2019 - Present

- Communicating with customers to address their requested services of the business
 - Troubleshooting and solving computer issues
 - Maintaining business emails
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Project Experience

Lead Producer, SoulSync City

2023 - 2024

- Drove the development of a production schedule between a 25-person interdisciplinary team of designers, programmers, and artists, for a 3D first-person movement shooter video game
- Developed a 9-month roadmap through Google Sheets that considered dependencies across multiple development teams to ensure successful deliverables
- Communicated information remotely through the Discord platform, offering project updates and reminders
- Collaborated with the Creative Director and Leads to ensure all dependencies were considered for the project execution

Lead Producer, Video Game Prototypes 1, 2, 3

2023

- Championed production practices with an 8 person interdisciplinary 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
- Crafted and maintained effective team communication to develop shared workflows and address project risks
- Conducted written documentation of progress reports for team and publisher

Lead Producer, Fortissimetal

2022 - 2023

- Applied production skills and concepts for a 20-person interdisciplinary team of designers, programmers, and artists, to develop a 2D guitar-controlled rhythm game
- Facilitated tasks using ClickUp to communicate policies and procedures to individuals at all levels

Education

Game Design

Bradley University, Peoria IL

May 2024

Creative Writing/Marketing

Minors

Skills

Time Management- ability to manage multiple department schedules on projects

Conflict-Resolution- addressing creative disagreements between team members

Interpersonal Communication- developed effectively between unique personalities on multiple projects

Adaptability- when needing to cater to different technical project challenges

Project Management- applying the Agile framework to maximize efficiency in projects

Organization- tracking JIRA databases for multiple development projects

Problem-Solving- creating solutions to design, technical, and artistic issues in projects to not halt production

Software Knowledge

JIRA

Monday

Miro

ClickUp

Microsoft Office Suite

Google Suite

Unreal

Unity

GitHub

Discord