



Kadin White

Game Producer

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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- applying the Agile framework 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

Monday

Miro

ClickUp

Microsoft Office

Google Sheets

Unreal

Unity

GitHub

Education

Game Design

Bradley University, Peoria IL

May 2024

Creative Writing/Marketing Minors

Project Experience

Lead Producer, [SoulSync City](#)

2023 - 2024

- Focused alignment and teamwork between a 25-person interdisciplinary team of designers, programmers, and artists, for a shipped 3D first-person movement shooter video game
- Developed a 9-month roadmap, using the Agile methodology, that considered dependencies across multiple development teams to ensure successful release
- Delivered project status and risk presentations to team members and stakeholders of the project
- Collaborated with the Creative Director and Leads to schedule, track, and achieve well-scoped goals

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 and plan tasks
- Crafted and maintained effective communication between the team to develop shared workflows
- Executed project deliverables through management of resource and task requirements

Lead Producer, [Fortissimetal](#)

2022 - 2023

- Applied Agile methodology for a 20-person interdisciplinary 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
- Shared production insight with members of the team to alleviate working concerns they had with co-workers

Lead Producer, [Mind Drifter](#)

2022

- Adapted to a fast working environment during a 7-person interdisciplinary team of designers, programmers, and artists, to develop a 3D puzzle platformer project
- Scheduled and ran meetings to ensure consistent communication