

# Agustin Tamborini Game Producer | Project Manager

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## PROFESSIONAL EXPERIENCE

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<b>Lead Game Producer</b> <i>OGS   The Original Gangsters</i>	02/2022 – Present
<ul style="list-style-type: none"><li>Co-lead team of engineers, ensuring high-quality standards and strategic alignment with project goals.</li><li>Manage project timelines, tasks, and resources, ensuring organized workflow and effective communication.</li><li>Collaborate with designers, artists, programmers, and QA to maintain effective communication and agile methodologies.</li></ul>	
<b>Chief Operating Officer</b> <i>OGS   The Original Gangsters</i>	03/2025 – 12/2025
<ul style="list-style-type: none"><li>Oversee daily operations ensuring successful delivery of high-quality games.</li><li>Collaborate with department leads for cross-functional coordination and strategic alignment.</li><li>Improve production processes to enhance team alignment and communication.</li></ul>	
<b>QA Tester</b> <i>OGS   The Original Gangsters</i>	09/2021 – 06/2022
<ul style="list-style-type: none"><li>Designed and executed test cases to ensure gameplay quality, performance, and user experience across multiple platforms.</li><li>Tested on platform specific devices to ensure compliance with TRCs and performance targets.</li></ul>	
<b>Game Producer</b> <i>Wopidom</i>	12/2019 – 12/2021
<ul style="list-style-type: none"><li>Design, plan &amp; coordinate development of LiveOps events for an adult mobile game.</li><li>Managed a team of outsourced artists and co-designed the integration pipeline that effectively deployed art-dependent events.</li></ul>	

## PROJECTS & CREDITS

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<b>My Sims: Cozy Bundle - OGS</b> <i>For Electronic Arts</i>	09/2024 – 03/2025
<ul style="list-style-type: none"><li>Managed the Argentina-based engineering team within a distributed global team, bridging communication gaps and reporting progress to international stakeholders to ensure alignment.</li><li>Generated project health visualizations to track team velocity, enabling leadership to identify potential risks early and implement mitigation strategies before deadlines were impacted.</li></ul>	
<b>Cyborg Immortal - OGS</b> <i>For Santa Barbara Games</i>	10/2021 – 02/2025
<ul style="list-style-type: none"><li>Led production efforts for Cyborg Immortal, guiding the team from pre-production to a successful Soft Launch in North America and Europe on iOS and Android.</li><li>Implemented audits of Design and Art documentation prior to hand-off; this ensured technical feasibility and minimized rework between the creative and engineering teams.</li><li>Managed ceremonies and backlog, acting as the primary point of contact to align Engineering, QA, and Art departments with quarterly OKRs and project deadlines.</li><li>Hosted bug triage and risk assessment meetings, prioritizing issues to ensure a stable development cycle.</li></ul>	

## **Turnip Boy Robs a Bank - OGS**

10/2023 – 01/2024

*For Graffiti Games*

- Led the console porting efforts for "Turnip Boy Robs a Bank" to Nintendo Switch and Xbox, managing a compact engineering and QA team to execute a successful simultaneous release.

## **We Need to Go Deeper - OGS**

03/2023 – 11/2023

*For Graffiti Games*

- Led the porting of "We Need to Go Deeper" to Nintendo Switch, managing a engine upgrade (Unity 2018 to 2022) and a complete networking migration (UNET to Mirror) to enable stable online and local wireless multiplayer.
- Managed roadmap and certification strategy for the engineering team, acting as point of contact for Nintendo Lotcheck and negotiating deadlines with the publisher to align with technical milestones.
- Facilitated stakeholder alignment between the publisher and original developers, overseeing the adaptation of UI and controls to ensure the console experience adhered to the creative vision.

## **Storyteller - OGS**

10/2022 – 08/2023

*For Annapurna Interactive*

- Led porting efforts for "Storyteller" to Nintendo Switch and Netflix (iOS/Android), working with the publisher to ensure release windows were met while achieving first-pass certification on consoles.

## **Elderand - OGS**

07/2022 – 02/2023

*For Graffiti Games*

- Stepped in during critical late-stage development to mitigate schedule slippage, collaborating with Design leadership to renegotiate scope and cut non-essential features, ensuring the project met the publisher's strict deadline and budget.
- Led porting efforts to consoles, achieving a simultaneous launch on Steam and Nintendo Switch, followed by a subsequent Xbox release.

## **7 Angels - Wopidom**

12/2019 – 12/2021

*For Nutaku*

- Managed the continuous content pipeline, coordinating with Narrative Designers and outsourced Art teams to deliver engaging story chapters and character assets that maximized player retention.
- Collaborated with publisher to execute a data-driven LiveOps strategy, designing in-game events and optimizing the economy to drive an increase in DAU.

## **EDUCATION**

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### **Técnico Superior en Desarrollo de Simulaciones Virtuales y Videojuegos**

2014 – 2016

*Colegio Universitario IES ☽*

## **SKILLS**

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|-----------------------|----------------------|-------------------|
| • Game Dev.           | • Game Porting       | • Leadership      |
| • Agile Methodologies | • Project Management | • Team Management |
| • Strategic Planning  | • English            |                   |