

Agustin Tamborini

Game Producer | Project Manager

📍 Córdoba, Argentina ✉ agustin.tamborini.g@gmail.com

🌐 <https://www.linkedin.com/in/agustin-tamborini-103285121/>

PROFESSIONAL EXPERIENCE

Lead Game Producer

02/2022 – Present

OGS | *The Original Gangsters*

- Co-lead team of engineers, ensuring high-quality standards and strategic alignment with project goals.
- Manage project timelines, tasks, and resources, ensuring organized workflow and effective communication.
- Collaborate with designers, artists, programmers, and QA to maintain effective communication and agile methodologies.

Chief Operating Officer

03/2025 – 12/2025

OGS | *The Original Gangsters*

- Oversee daily operations ensuring successful delivery of high-quality games.
- Collaborate with department leads for cross-functional coordination and strategic alignment.
- Improve production processes to enhance team alignment and communication.

QA Tester

09/2021 – 06/2022

OGS | *The Original Gangsters*

- Designed and executed test cases to ensure gameplay quality, performance, and user experience across multiple platforms.
- Tested on platform specific devices to ensure compliance with TRCs and performance targets.

Game Producer

12/2019 – 12/2021

Wopidom

- Design, plan & coordinate development of LiveOps events for an adult mobile game.
- Managed a team of outsourced artists and co-designed the integration pipeline that effectively deployed art-dependent events.

PROJECTS & CREDITS

My Sims: Cozy Bundle - OGS

09/2024 – 03/2025

For Electronic Arts

- Managed the Argentina-based engineering team within a distributed global team, bridging communication gaps and reporting progress to international stakeholders to ensure alignment.
- Generated project health visualizations to track team velocity, enabling leadership to identify potential risks early and implement mitigation strategies before deadlines were impacted.

Cyborg Immortal - OGS

10/2021 – 02/2025

For Santa Barbara Games

- 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.
- Implemented audits of Design and Art documentation prior to hand-off; this ensured technical feasibility and minimized rework between the creative and engineering teams.
- Managed ceremonies and backlog, acting as the primary point of contact to align Engineering, QA, and Art departments with quarterly OKRs and project deadlines.
- Hosted bug triage and risk assessment meetings, prioritizing issues to ensure a stable development cycle.

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

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 | |