Frost **Donovan**

Associate Producer

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Summary

I am a passionate Producer with a background in programming, with a strong knowledge of version control using Git, agile methodology, and an excitement for facing new, interesting challenges. I have lead teams which have published to both Itch and Steam, always with a focus on maintaining healthy and flexible working practices. I have been using my time post graduation to recover from burnout, as well as expanding my knowledge of Art Production. My ideal position would be an Associate Producer role, with a strong focus on growing my skills and experience to progress to a more senior position.

Skills

- Agile Management: *User Stories, Story Points, Velocity, Sprint & Release Planning & Review, Scrum, CD Pipelines*
- Software: *Jira, Confluence, Git, Trello, GitHub & Bitbucket, Google & Microsoft Suite*
- Art Software: *Blender, Substance Painter, Clip Studio Paint*
- Languages: *C#, C++, Latex, Github Actions*
- Game Engines: *Unity, Unreal Engine 4*

Published Games

Castan - Producer
Unity 2020.3

Self published to Steam (HTTPS://STORE.STEAMPOWERED.COM/APP/1836170/CASTAN/)
September 2021 - May 2022

- Utilised Story Points & Velocity, Release Planning, and Jira to manage scope
- Facilitated & assisted with several significant redesigns
- Developed a Github Action workflow to automatically build, test & publish daily builds to Steam

Carma - Producer
Unity 2019.4

Self published to Steam (HTTPS://STORE.STEAMPOWERED.COM/APP/1603990/CARMA/)
Published June 2021

- Shortlisted for the Grads In Games Student Game Award
- Worked with a multidisciplinary team to bring Carma from concept to published game
- Planned sprints and development milestones using Agile
- Removed blockers and streamlined development pipelines
- Focused on maintaining team health and reinforcing healthy working practices
- Set up Steam store and maintained updated builds

Awards

2022 **Finalist**, Grads In Games Student Game Award

Education

Falmouth University
Falmouth, United Kingdom

BSc Computing For Games
Sept. 2019 - June 2022

- Worked with multi-discipline teams to bring several games through a full development cycle
- Published two to Steam, one of which was shortlisted for Grads In Games Student Game Award
- Wrote a dissertation on Continuous Delivery (CD) In Student Teams, implementing and analysing the effect of CD pipelines
- Graduated with a 2:1 Honours

Work Experience

Director
Falmouth, Cornwall

Glass Nomad Games
March 2021 - Current

- Started a company to publish video games my team and I were developing
- Managed company accounts and government-required paperwork
- Handled Steam registration, set up, and backend work for multiple titles

Senior Ambassador
Falmouth, Cornwall

FXPlus
June 2020 - September 2021

- Increased responsibility for the smooth running of events
- Manages the distribution of Student Ambassadors during events
- Relied on to handle any complications or problems that arise during an event