

Nicolas Williams **Game Producer**

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www.nicolaswilliams.net

Skills

Production & Project Management

- Agile Methodologies
- Sprint/Product Backlogs
- Jira & Confluence
- Sprint Reviews
- Risk Assessment Reports
- Design Documents

Software & Technical

- Microsoft Suite
- Blender
- Unity3D
- C, C#, C++
- Python
- HTML, CSS, JavaScript

Recent Games

Project Blue (57 developers)

15 weeks, Jan 2020 - May 2020

Lead Producer - WolverineSoft Studio, Student Organization

- Created team-specific schedules to ease production burden on leadership and visualize sprint expectations
- Implemented production system to streamline the integration process of Wwise assets into Unity
- Collaborated with audio director to perform audio ticket triage during scope reduction efforts
- Managed communication of requirements between technical and non-technical departments
- Addressed team-specific challenges by creating production tools such as Jira dashboards and filters
- Implemented communication and review pipelines to address the transition to remote due to COVID-19

Dreamwillow (32 developers)

11 weeks, Sept 2019 - Dec 2019

Lead Producer - WolverineSoft Studio, Student Organization

- Handled detailed task and bug tracking across all departments to assess progress towards milestones
- Created high level development schedule to communicate milestones to studio members and leadership
- Coordinated with level design and combat teams to align workflows for designing enemy encounters
- Communicated with art and programming directors to address dependencies within the character pipeline
- Prioritized and maintained product & sprint backlogs in Jira to streamline sprint planning and execution

Miner Mayhem (5 developers)

11 weeks, Oct 2018 - Dec 2019

Programmer - University of Michigan

- Adhered to an agile development cycle with frequent playtesting to rapidly create and refine game mechanics
- Organized user playtesting sessions, acquired feedback, and discussed results with team members
- Implemented multiplayer logic for mini-games, handled build and debugging processes for submissions

Experience

Student Studio Lead & Founder

Apr 2019 - May 2020

WolverineSoft Studio, Student Organization

- Communicated with the University and external businesses to acquire funding and resources for the studio
- Established route for students to receive academic credit, and grew membership to approx. sixty in first year
- Created technical documentation and tutorials to assist with departmental onboarding
- Scheduled department and studio meetings, took notes, and followed-up on relevant action items
- Communicated studio plans and updates to university faculty and company sponsors

Software Engineering Intern

May 2019 - Aug 2019

SpellBound

- Implemented gameplay logic for AR experiences intended to bolster postoperative ambulation rates in children
- Planned and led an upcoming multi-project release after the only full-time engineer left the company
- Communicated technical requirements and dependencies to the art, marketing, and business teams
- Performed and presented risk assessment reports to company leadership regarding possible platform changes

Education

University of Michigan - Ann Arbor, MI

May 2020

Bachelor of Engineering, Computer Science