

# Nicolas Williams **Game Producer**

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www.nicolaswilliams.net

## Skills

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### Production & Project Management

- Agile Methodologies
- Sprint/Product Backlogs
- Postmortems
- Jira, Confluence, Trello
- Sprint Reviews
- Risk Assessment Reports
- Design Documents

### Software & Technical

- Microsoft Suite
- Blender
- Unity3D
- Git VCS
- C, C#, C++
- Python
- Jira REST API Scripting
- HTML, CSS, JavaScript

## Recent Games

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### **Infectant** (17 developers)

9 weeks, June 2019 - August 2019

Producer - WolverineSoft Studio, Student Organization

- Collaborated with team leads to integrate tasks and schedules into Jira
- Handled detailed task and bug tracking across departments to assess progress towards milestones
- Organized product & sprint backlogs to streamline sprint planning and execution
- Managed and mitigated risk by proactively identifying dependencies and potential points of failure

### **Miner Mayhem** (5 developers)

11 weeks, October 2018 - December 2019

Producer, Programmer - University of Michigan

- Adhered to an iterative development cycle based on frequent playtesting to rapidly implement and refine game mechanics
- Organized user playtesting sessions, acquired directed feedback, and discussed potential pivots with team members
- Implemented multiplayer logic and input for mini-games, handled build and debugging processes for submissions

## Experience

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### **Student Studio Lead & Founder**

April 2019 - Present

WolverineSoft Studio, Student Organization

- Identify and address cross-departmental dependencies, particularly on engineering-related tasks
- Create technical documentation and tutorials to assist teams with onboarding and status updates
- Communicate with the University and external businesses to acquire funding and resources for the studio
- Work with team leads to prepare for upcoming tasks, milestones and demos
- Schedule individual, department and studio meetings, take notes, and follow-up on relevant action items

### **Student Instructor for EECS 494 - Video Game Development**

January 2019 - Present

University of Michigan

- Develop timelines and milestones for student projects to account for late pivots and mistakes
- Provide guidance and feedback on student games through playtesting sessions, office hours, and graded submissions
- Give lectures covering game design concepts and the use of C# and the Unity game engine for game development
- Coordinate with student organizations and faculty to promote investment in the game development program

### **Software Engineering Intern**

May 2019 - August 2019

SpellBound

- Implemented gameplay logic for an AR experience 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
- Performed and presented risk assessment reports regarding potential platform changes
- Communicated technical requirements and dependencies of project proposals to the art, marketing and business teams

## Education

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University of Michigan - Ann Arbor, MI

May 2020

Bachelor of Engineering, Major in Computer Science, Minor in Multidisciplinary Design