

Nicolas Williams **Game Producer**

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www.nicolaswilliams.net

Skills

Production & Project Management

- Agile Methodologies
- Sprint & Product Backlogs
- Jira & Confluence
- Plan of Record (PORs)
- Risk Assessment Reports
- Sprint Reviews

Software & Technical

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

Recent Games

Io (57 developers)

15 weeks, Jan 2020 - May 2020

Lead Producer - WolverineSoft Studio

- Created and maintained documentation covering milestone goals, team progress and sprint planning
- Led bi-weekly sprint planning meetings and coordinated with leadership to assess state of the project
- Mentored two producers to teach agile principles & best practices for iterative game development
- Addressed team-specific challenges by creating production tools such as specialized Jira dashboards and filters
- Collaborated with design and audio directors to perform ticket triage during scope reduction efforts
- Implemented communication procedures and asset review pipelines for transition to remote work due to COVID-19

Dreamwillow (32 developers)

11 weeks, Sept 2019 - Dec 2019

Lead Producer - WolverineSoft Studio

- Handled detailed task and bug tracking across all departments to ensure progress towards milestones
- Created high level development roadmaps to communicate milestone plans and expectations to studio members and leadership
- Led studio reorganization into a cross-functional pod-based structure to enhance coordination across disciplines
- Coordinated with level design and combat teams to align workflows for designing enemy encounters
- Worked with art and programming directors to address cross-departmental dependencies within the character asset 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

Gameplay 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 resolved bugs to ensure a stable deliverable
- Implemented multiplayer logic for mini-games, handled build and debugging processes for deliverables

Experience

Founder & Lead Producer

Apr 2019 - May 2020

WolverineSoft Studio, University of Michigan Game Studio

- Created all organizational structures and development procedures for multidisciplinary game projects at the University of Michigan
- Communicated and visualized project status and risks in weekly meetings with university faculty and stakeholders
- Encouraged and mediated conflict resolution efforts between studio members
- Created technical documentation and tutorials to assist with departmental onboarding
- Scheduled department and studio meetings, took notes, and followed-up on relevant action items
- Coordinated with the University and external businesses to acquire funding and resources for the studio

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

August 2020

Bachelor of Science in Engineering, Computer Science