

Do Hwi Lee

qnyt123456@gmail.com | (+82) 010-5104-4155 | South Korea

Portfolio: <https://prisoner6278.github.io/Portfolio/>

SUMMARY

Producer dedicated to bringing clarity and order to complex development pipelines. Skilled in mitigating scope risks and bridging communication gaps within remote, cross functional teams. Committed to fostering alignment and efficiency with a humble, results driven approach.

WORK EXPERIENCE

Republic of Korea Army | Fire Direction Center | Jul 2024 - Jan 2026

- Supported high stakes decision making under zero margin timelines by establishing rigorous data verification protocols to eliminate operational errors.
- Facilitated daily stand-ups and retrospective meetings to identify team bottlenecks and foster a transparent, collaborative remote culture.

Young Horses | Localization Quality Assurance | Jan 2023 - Jun 2023

- Streamlined the localization pipeline by bridging communication gaps to resolve 80+ cultural blockers, ensuring 0% post launch hotfixes for Octodad and Bugsnax.
- Collaborated closely with narrative designers and developers to maintain tone-of-voice consistency across eighty plus linguistic assets.

- Tools: Google Workspace, Jira/Trello

DePaul Original Game Studio | Producer | Jan 2023 - Jun 2023

- Managed a cross functional team in a fully remote environment, utilizing Agile and Scrum methodologies to optimize sprint velocity and deliver Final Hour on schedule.
- Established standardized production documentation frameworks that reduced team onboarding time and minimized communication overhead to bring order to the development process.

- Tools: Perforce, Unity, Jira/Trello, Google Workspace, Microsoft Office

Anthos Capital | Game Tester | Jun 2020 - Sep 2020

- Optimized the bug triage workflow using Jira by prioritizing high severity issues and providing detailed reproducibility reports to unblock engineering teams and accelerate the debugging process.
- Documented comprehensive test plans and bug regression reports to ensure high-quality builds and stable development cycles.

- Tools: Jira/Trello, Microsoft Office

EDUCATION

DePaul University | Bachelor of Arts in Game and Interactive Media Design | Jun 2023

SKILLS & Tools

- **Tools:** Jira, Trello, Perforce, GitHub, Google Workspace, Microsoft Office
- **Skills:** Quality Assurance, Production Documentation, Risk Management, Agile and Scrum Methodologies, Cross Team Communication, Bilingual in English and Korean