ROSABELLE ARMSTEAD

TECHNICAL PRODUCER

CONTACT

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EDUCATION

BSc Computer Science
University of Surrey
2016 – 2021

SKILLS

- Risk management
- Project planning & tracking
- Prioritisation
- Detail-oriented
- Agile methodologies
- Knowledge of tech stack

TECHNOLOGIES

- Jira
- Miro
- Coda
- Confluence
- GitLab
- Perforce
- VS Code
- Visual Studio

AWARDS

Programming Hero Nominee
Game Dev Heroes
2021

Technical Achievement (Dreams)
BAFTA
2021

100 Women in Gaming Nominee
GamesIndustry.biz
2019

ABOUT ME

Associate Technical Producer at Media Molecule with 5 years of industry experience in technical production and UI/UX programming. Specific interest in creative and innovative solutions in technology, accessibility and frictionless user experiences.

WORK EXPERIENCE

Associate Technical Producer
Project under NDA
Media Molecule | 10/2022 – present

Producer for the Game Tech teams (Game Graphics, UI/UX, Game Tools).
- Sprint and milestone planning, execution and review for several multi-disciplinary teams to help align milestone work to creative vision during concept development.
- Collaborate with Leadership Team to prioritise, scope and schedule milestone work to meet critical deadlines during concept development.
- Build a comprehensive backlog for Game Tech teams and facilitate regular backlog grooming with team members.

Accessibility Champions Co-Founder
Accessibility Champions
Media Molecule | 03/2022 – present

- Liaise with Leadership Team to embed accessibility in internal processes.
- Facilitate cross-team and cross-studio collaboration.
- Organise studio-wide accessibility awareness and training days.
- Arrange materials, agendas and follow-up from meetings.
- Deliver regular presentations to provide updates for the group's priorities.

Game Systems Programmer
Dreams Server Migration | Project under NDA
Media Molecule | 06/2021 – 10/2022

Programmer on the Game Systems and UI/UX teams.
- Establish technical foundation for upcoming project UI systems.
- Collaboration with server and design teams on post-launch updates and server migration.
- Online multiplayer R&D work on player-related systems (under NDA).
- Mentoring and pair-programming sessions with new hires.

Junior UI/UX Programmer
Dreams | Dreams VR Release
Media Molecule | 06/2019 – 06/2021

Intern UI/UX Programmer
Dreams
Media Molecule | 07/2018 – 06/2019