Doan Y Nhat

Game Producer

- As a **Producer**, I manage the entire product development lifecycle, from initial concept to app store release. I leverage a solid understanding of Agile, LEAN, and continuous development methodologies to navigate challenges and ensure our team always understands product goals and backlog priorities.
- Previously, I honed my project management skills as an outsourcing project manager, collaborating with industry-leading studios like Sony, EA, Wargaming, Respawn Entertainment, and Epic Games, consistently delivering projects that met strict timelines and quality standards.
- My vision is to continually be a better game producer everyday. Throughout my career, I have lived by the motto of being kind, active listening, inspiring and uplifting others.

Skills

- Strategic project management (Agile, Waterfall and Hybrid methodologies).
- Product scope management.
- Cross - functional team leadership.
- Stakeholder communication.
- Continuous Improvement.
- OKRs managements.

Other skills

Softwares: Microsoft Office (Word, Excel, Project, ...), JIRA, Confluence, Shotgun, Trello, SVN, Perforce, Ms Team

Projects / Portfolio

More details can be found at: https://ynhatdoan.github.io

2025	**Pawz: Meditate Together**, *PM / Producer*, 3D interactive mixed-reality app on Apple AVP device which is a finalist for the Apple Design Award in Innovation 2025
2023	**ZaloPay App**, *Project Manager - PMO*, Fintech app on mobile devices
2022	**Project Avalanche**, *Project Manager*, Toolset for motion and broadcast graphics in Unreal Engine
2022	**The TouchEngine For UE Plugin**, *Project Manager*, A plugin for Unreal Engine that integrates functionality from TouchDesigner, a visual development platform for real-time interactive experiences.
2022	**Sanford Harmony**, *Project Manager*, A CASEL Select program.
2019	**Spiderman PS4**, *Art Producer*, An action-adventure Spiderman game developed by Insomniac Games
2019	**Real Racing**, *Art Producer*, Mobile racing game develop by EA
2018	**Medal of Honor: Above and Beyond**, *Art Producer*, FPS virtual reality game developed by Respawn Entertainment
2018	**World of Tanks**, *Art Producer*, An armoured warfare-themed multiplayer online game developed by Wargaming

Experience

2024 - now   **Bootloader studio**, *Producer*
- As a Producer, I lead and coordinate our cross-disciplinary team to consistently deliver high-quality, innovative software on a reliable cadence. As a team, we are honored to receive the Apple Design Award in Innovation 2025. My core responsibilities include:
- **Strategic Planning and Execution:** Building product roadmap and production planning. Leading sprint planning, breaking down product features into actionable tasks, maintaining clear priorities through daily stand-ups and backlog management.
- **Cross-Functional Leadership:** Ensure seamless collaboration across diverse teams, including concepts, designers, artists, animators, audio designers, engineers, AI engineers and product ops. I facilitate crucial alignment meetings to proactively resolve scope issues, scheduling conflicts, and resource dependencies, ensuring all internal initiatives align with overarching production goals.
- **Quality Assurance and Reporting:** Partnering with QA to build and maintain release standards, manage bug triage, and guarantee consistently high product quality. I establish and maintain comprehensive project documentation, dashboards, and Jira reports, providing executive leadership with clear visibility into progress, risks, and key metrics.
- **Process Optimization:** Continuously refining Agile methodologies, including sprint management, change management and playtesting cycles, to enhance efficiency and accuracy. I contribute to the development of Standard Operating Procedures (SOPs) and champion a culture of continuous improvement across the team.
- **Operational Excellence:** Proactively identifying and removing blockers, clarifying requirements, managing dependencies, and escalating issues to maintain project momentum. I also coordinate the development and integration of core internal platform components that accelerate feature development.
- **Stakeholder Communication:** Serving as the primary point of contact for daily production needs, ensuring timely and effective communication with senior leadership and key stakeholders.

2023 - 2024   **Bootloader studio**, *Project Manager / PMO*
- Developing the product roadmap and production timeline, ensuring clear direction for our initiatives
- Acting as a communication bridge between team leaders and senior executives.
- Align sprint goals across various teams to consistently meet our targets and ensure the proper execution of sprint planning and review meetings
- Resolving any misalignments or communication issues that arise during production, ensuring smooth operations
- Keep our Product Confluence pages updated, serving as a reliable source of information for all stakeholders.

2023 - 2023   **ZaloPay**, *Project Manager (Agile PMO)*
- Create and manage release plan for multiple engineering teams. Ensure it is integrated to the wider portfolio end-to-end release plan.
- Manage risks, issues, dependencies and continuous improvement actions for squads under your working areas.
- Provide status reports regarding milestone, deliverables, RAID (Risk, Assumption, Issues, Dependencies), and communicating across stakeholders.
- Manage the team capacity and advise roadmap, timelines to Product Owner and other Business Stakeholders.
- Ability to create and maintain relationships with wide range of stakeholders (Product Owner, Business Owners, Technical Heads).
- Communicated effectively across all levels of the organization.

2022 - 2023   **Geotech**, *Project Manager*
- As a project manager in GeoTech, I worked closely with the project teams and clients to transfer goals into actionable plans, identify bottlenecks before they happen and tasks delivered in a time frame manner. It is important to be an effective process owner for the team and act as a primary communication point between teams as needed.
- Overview all project timelines to make sure the company maximizes its resource allocation.
- Communicate with Epic Games to ensure we understand the requirements for resource demand and allocate the right people for Epic projects.
- Handle partnership workflows with Epic to maintain a sustainable relationship with them.
- Change management and risk management.

2018 - 2020   **GlassEgg Digital Media Ltd**, *Producer/Project Manager*
- Be in charged with several well-known clients such as Sony, EA, Respawn US studio and involved into many titles: Real Racing, Spider-Man PS4, Medal of Honor, etc.
- Be responsible for all project phases, from planning to monitoring and closing the project.
- Handle communication between the project team members and stakeholders.
- Develop and keep team focusing on risk management to ensure the risk responses in place.

2017 - 2018   **Arcon-Sunmark Production Ltd**, *Executive assistant to GD / Project coordinator*
- Coordinate different functional departments to execute the cross projects and report the progress to General Director.
- Be in charged and coordinate all continuous improvement activities in the factory.
- Support optimization project for production department.

Certifications, Achievements, Interests

- Certified JIRA fundementals Badge by Atlassian from 2023.
- Certified Writing Complex JQL Queries Badge by Atlassian from 2023.
- Certified Confluence fundementals Badge by Atlassian from 2023.
- Certified PMP by PMI from 2020.
- Certified LEAN Professional Training from Intel corporate.
- Interest in Social and Emotional Learning.

Education

2011 - 2014   **Bachelor of External Economics**, *Foreign Trade University*, Ho Chi Minh City, Vietnam