





# ALPHIN CHACKO

GAME PRODUCER | MOBILE PRODUCTION - F2P & LIVE-OPS

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With 6+ years of experience in mobile game development, delivering casual and hybrid-casual games from concept to global launch. Currently owning **production execution, Live-Ops, release management,** and cross-functional coordination for Android and iOS titles at Super Huge Studios. Known for **on-time delivery,** strong follow-ups, **risk and crisis management,** and building scalable Agile pipelines for testing new games and live games.

## PROFESSIONAL EXPERIENCE

<b>Super Huge Studios</b> Game Producer   QA Lead Dec 2022 – Present	<b>Owned end-to-end production for 4 mobile games</b> across <b>casual and hybrid-casual genres</b> , managing 0 → 1 rapid iteration pipelines and live operations, delivering <b>53+ releases</b> and 60+ A/B tests across Android and iOS. <ul style="list-style-type: none"><li>• Drove stakeholder management by aligning design, engineering, art, QA, marketing, and publishing partners on priorities, timelines, and release readiness across multiple live projects.</li><li>• Owned <b>product roadmap</b> alignment by coordinating feature scope, Live-Ops cadence, content delivery, and release plans to meet product goals and publisher expectations.</li><li>• Led planning and maintenance of the <b>Live-Ops calendar</b>, including events, mini-games, and monetization offers such as season passes and VIP subscriptions.</li><li>• Built a rapid <b>hybrid-casual production pipeline</b>, enabling 0 → 1 development and release <b>within 2–3 weeks</b>.</li><li>• Coordinated CI/CD workflows, release cadence, A/B testing strategy, and store operations, while leading Google Play Asset Delivery optimization to reduce initial download size from ~405 MB to ~177 MB, improving release speed, stability, and player experience.</li><li>• Demonstrated strong expectation management, emotional intelligence, and conflict resolution skills, taking full ownership of decisions and delivering under pressure while ensuring teams collaborate effectively and avoid burnout.</li></ul>
<b>Flagship Project</b> <b>Solitaire Candy World</b> Game Producer   QA Lead	<b>70K+ Installs   D1: 42%   D7: 17%   ARPDAU: \$1.24   Avg Playtime: 35 mins</b> <ul style="list-style-type: none"><li>• Took the game from concept to worldwide launch (0 → 1), delivering competitive content quality and contributing to securing a publishing partnership with Kwalee.</li><li>• Facilitated <b>18 sprints</b> over 2 years with zero missed deadlines, delivering 1,000+ Tripeaks levels, special levels, 10 lobbies, and a scalable content roadmap.</li><li>• Owned end-to-end release execution, delivering <b>98%</b> of 39 releases on time while maintaining a <b>99.2% crash-free rate</b> across Android and iOS.</li><li>• Maintained high player satisfaction, achieving <b>4.9★ ratings</b> on Google Play and Apple App Store through proactive quality ownership and customer support coordination.</li></ul>

**Indium Software**  
Game Test Engineer  
Jul 2021 – Dec 2022

- Executed functional and non-functional testing across iOS, Android, and Web, supporting stable live releases.
- Owned defect reporting and root cause analysis using Jira, reproducing and validating live customer-reported issues to support timely fixes.
- Games: **Wonka’s World of Candy (Zynga)**, **The Wizard of Oz: Magic Match 3 (Zynga)**

**Pole To Win International**  
Game Test Engineer  
Oct 2019 – Jul 2021

- Promoted to **POC for an 8-member QA team**, owning task allocation, timelines, and delivery.
- Acted as the primary client-facing QA contact, ensuring alignment and on-time execution.
- Games: **Tiny Royale (Zynga)**, **Texas Hold’em Poker (Zynga)**

**SKILLS**

Game Production • Live-Ops Management • Agile & Scrum (Scrum Master) • Release & Delivery Management • Risk & Crisis Management • Cross-Functional Leadership • Production Planning & Forecasting • Game Development Technical Knowledge (Mobile) • ASO & Store Operations • Analytics

**TOOLS**

Unity • Xcode • Firebase • Google Play Console • App Store Connect • Jira • Confluence • Amplitude • Appsflyer • GameAnalytics • Crashlytics • AWS • GitHub • Jenkins • AppLovin • ironSource • Notion • ClickUp • Trello • AI Tools (ChatGPT, Midjourney, Gemini, Fal.ai)

**EDUCATION**

- 2015–2019 B.Tech Computer Science and Engineering | Karunya Institute of Technology and Sciences.

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