

Astraea Schrenk

Producer

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SKILLS & TOOLS

Skills:

- Team management
- Time budgeting
- Scope estimation
- Documentation

Tools:

- Unity
- Unreal Engine
- ClickUp
- Photoshop

EXPERIENCE

Path of Light | Luminary Studios | Producer

Sept 2024 – Present

- Managed workload and time tracking a team of 15
- Developed a structured communication system for progress reporting
- Delegated tasks to department leads to maximize efficiency

It's Six Holes of Mini Golf | Par 3 Productions | Level Designer

Sept 2024 – Oct 2024

- Designed six distinct level layouts and modeled each in engine
- Programmed and implemented miniature golf scoring system
- Hand sketched concepts for all levels to aid artists in designing prop layouts

Into the Maelstrom | Shipshape Studios | Producer

Jan 2024 – May 2024

- Budgeted tasks by priority of impact on overall gameplay
- Guided weekly meetings to facilitate cross-department communication
- Recruited skilled designers proactively to create strong overall team

EDUCATION

University of Central Florida

May 2025

Bachelor of Arts, Digital Media, Game Design Track

Montgomery College

May 2022

Associates of Applied Science with honors, Computer Gaming and Simulation