

Astraea Schrenk

Producer

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SKILLS & TOOLS

Skills:

- Time and scope budgeting
- Document management
- Programming
- UI design

Tools:

- Unity
- Unreal
- ClickUp
- Photoshop

EXPERIENCE

Luminary Studios | *Path of Light* | Producer

Sept 2024 – Present

- Managed workload, time tracking, and documentation for a team of 15
- Developed a structured communication system for progress reporting
- Delegated tasks to department leads and team members based on skill
- Gathered design input from team to adjust timeline and scope estimates

Pumpkin Patch Studios | *Game Dev Simulator* | Lead Designer

Nov 2024 – Dec 2024

- Designed and blocked out user interface mimicking a computer desktop
- Programmed game system featuring randomized pop-ups based on elapsed time
- Coordinated efforts with artists to ensure assets supported the design

Shipshape Studios | *Into the Maelstrom* | Producer

Jan 2024 – May 2024

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

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