



London, UK + Jeddah, KSA



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ABOUT

Experienced game producer and manager, worked on multiple interdisciplinary teams leading, designing, and launching games for startups, educational institutions, and independently.

SKILLS & TOOLS

- Python, C++, C#, Unity, GameMaker, GML, Ink, Ren'Py, Git/GitHub, Jira, Trello, Notion, Agile, Scrum, Excel.
- Cross-functional team leadership, strong communication, conflict resolution, strategic planning and prioritization, scope and expectation management, risk assessment and mitigation, budgeting & resource allocation.

AWARDS & SCHOLARSHIP

2025 Featured in Society for Science and public [Women in Science](#).

2023 Recipient of Individual Extraordinary Ability (O-1) US Visa.

2020 Mentee in Project 1932.

2012 Full scholarship from KAUST.

2011 1st place in Intel International Science and Engineering Fair.

INVITED TALKS AND PANELS

2025 Speaker at GDoCEXpo.

2024 Judge for [SheJam](#) competition.

2023 Speaker at [gamedev.world](#).

2022 Speaker at [Indie Game Business](#).

2019 Judge for Replit's 1st Game Jam.

2017 Speaker at Princess Noura University.

2025 Speaker at Effat Univeristy.

2016 Speaker at UC Davis ModLab.

2012 Speaker in TEDxYouth @ Jeddah.

EDUCATION

University of California at Davis

2019 B.S. Computer Science

Professional Ballroom Teaching Academy

2023 Diploma in Education

BAYAN MASHAT

Game Producer / Studio Founder / Project Manager

WORK EXPERIENCE

Game Producer Consultant - Remote

July 2024 - Present

- Advised studios on workflows, launch strategy, and resource optimization.
- Facilitated communication across design, engineering, and art teams to ensure alignment and timely delivery.
- Identified & resolved production bottlenecks, technical debt, and prioritization issues.
- Supported hiring, budgeting, marketing, and go-to-market planning.

Blue Tango Street - London, UK / Jeddah, KSA

Studio Founder & Lead / Game Producer | October 2020 - Present

- Launched an independent game studio to develop high quality video games.
- Implemented two commercially shipped games in [Unity](#) & [Ren'Py](#) on Steam.
- Managed remote teams of engineers, artists, and designers to create and ship games of varying budgets and complexity.
- Handled and coordinated all daily operations of the company, including contracts, legal work, accounting, and other compliance requirements.

Microsoft - Turn 10 Studios - Seattle, WA

Associate Game Producer | Apr 2022 - Oct 2023

- Managed the day-to-day operations of the Concept Art, Look Development, VFX, and Procedural teams.
- Identified blockers and communicated effectively with cross-functional teams for issue resolution.
- Worked closely with Art Directors to track and deliver sprint goals.

University of California - Davis, CA

Lead / Game Producer | March 2017 - June 2019

- Conducted an independent, experimental team to develop "[Re:Search, A Campus Story](#)" an educational video game for UC Davis's "Intro to Research" class, which resulted in securing \$500K in follow-on funding to expand, serving 350+ students.
- Hired and led a multi-disciplinary team of 8 people to design, prototype, build and successfully launch Re:Search in 10 months to 9 UC campuses.
- Provided backend and website support for tracking & submitting students grades.

Leyton USA - San Fransisco, CA

Technical Consultant | June 2020 - August 2021

- Led initiative to identify business opportunities in the video game industry.
- Presented findings to leadership that resulted in the creation of a new video game sales channel for the company.
- Won an internal competition for the top performing women in the company.

"Proxi" for Gallium Studios - Berkeley, CA

Game Design Intern | August 2018 - October 2019

- Hired as intern to design Will Wright- led AI-powered chatbot for Proxi by creating chatbot prototypes to test game mechanics. Promoted to full-time employee.
- Led team efforts to select 10 historical characters recognized in Asia, Europe, and the US to support international game release.
- Collaborated with historians to collect memories of historical characters to feed into AI algorithm for chatbot.

RESEARCH & PROJECTS

2018 - E{du}motion @ D.I.C.E Lab in UC Davis

A Web app to study emotion tracking effect on academic performance for students

2016 - SHADOW PAN @ UC DAVIS

A game to provide help for people dealing with depression via interactive conversations.

2011 - GOOPLAY @ INTEL ISEF

An educational video game for improving web-searching skills for children.