



Davis, California



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ABOUT

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

AWARDS & SCHOLARSHIP

- Best aesthetics award in UC Davis game jam.
- 1st place in Intel International Science and Engineering Fair.

INVITED TALKS AND PANELS

2019 - Judge for Replit's 1st Game Jam.

2017 - Speaker at Princess Noura University.

2016 - Speaker at UC Davis ModLab.

2012 - Speaker in TEDxYouth @ Jeddah.

EDUCATION

University of California at Davis
2019 B.S. Computer Science
(awarded scholarship)

BAYAN MASHAT

Video Game Producer

GAME EXPERIENCE

Microsoft - Turn 10 Studios *(contract through Robert Half)*

Associate Game Producer | Apr 2022 - Present

- Working with the Vision & Art Direction vertical, responsible for managing the day-to-day tasks for the Concept & Look Dev teams.
- Collaborating with directors, supervisors, engineers, producers, designers, leads, and artists to deliver sprint, quarter goals with high quality as well as creating schedule, prioritizing, assigning, and tracking tasks on ADO to deliver milestones.

Blue Tango Street

Founder / Game Producer | October 2020 - Present

- Launched an independent game studio to develop first commercial game, "Job Will Hunting".
- Recruited a seven person remote team of artists and developers to create the first prototype.
- Led team to create design docs and test gameplay mechanics.

"Re:Search, A Campus Story" for University of California

Lead / Game Producer | March 2017 - June 2019

- Conducted an independent, experimental team to develop an educational video game for UC Davis's "Intro to Research" class.
- Led meetings with stakeholders to create success criteria and design docs, resulted in securing \$500K in follow-on funding to expand.
- 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.

Leyton USA

Technical Consultant | June 2020 - August 2021

- Led initiative to identify new 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 that identified the top three performing women in the company.

"Proxi" for Gallium Studios

Game Design Intern | August 2018 - October 2019

- Hired as intern to design an AI-powered chatbot for Proxi, a new Will Wright game. Promoted to full-time employee.
- Created chatbot prototypes to test game mechanics.
- 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.

2015 - ROBOBRICK @ UT AUSTIN

Interactive coding objects to teach visually impacted students how to program robots.

2011 - GOOPLAY @ INTEL ISEF

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