

BORIS ZVYAGINTSEV | GAME PRODUCER

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PROFILE

A producer with 7 years in Gamedev & IT domains reinforced by a deep QA background and passion for games. Invested thousands of hours in PC Gaming just to learn one thing: *I love bringing stories to life.*

Led interdisciplinary teams. Delivered major game features. Kept teams energized. Optimized dev/test processes.

Live in Lithuania and currently producing AAA unannounced mobile title on UE4 at Wargaming, I am here to explore possibilities and offer an exclusive experience to strengthen your team!

WORK EXPERIENCE

Wargaming (MS-1), Sep-2020 – TILL NOW

Feature Owner / Producer - AAA unannounced action-shooter on Unreal Engine 4

Feature delivery

- Delivered 10+ major game features within the last year. From scratch to demo, and beyond. Met all deadlines, quality, and product expectations
- Optimized feature production lifetime by gathering and addressing feedback from playtests ASAP
- Brought to live Gameplay, Meta, Content, UI/UX, VFX, and Sound features

Leadership and Team facilitation

- Managed mixed teams of developers, QA, artists, and designers of up to 15 people.
- Encouraged & supported teams through development; Kept everyone engaged, safe and positive, thus increasing team velocity by 56% within two months
- Led meetings and retros addressing risks & issues found to keep teams unblocked and moving
- Derived game vision & direction from brainstorming with leadership; Aligned teams with product needs and plans
- Built trustful relations within departments, which allowed to share expertise, vision, priorities, and people available

Development pipeline improvements

- Planned, estimated, maintained, and controlled teams' day-to-day activities to keep progress status clear and precise for the Senior Leadership
- Adapted Scrum, Kanban frameworks and ceremonies, which resulted in tasks reopen rate decrease by 50%
- Led AAA mobile project transition from prototype to production phase with a focus on the Quality
- Maintained Quality of features on an advanced level: no critical & major defects soaked into production; Possess Senior QA background supported by ISTQB FL certification

EPAM Systems, Mar-2016 – Sep-2020

Senior Software Testing Engineer / Key Tester - 5 Major projects

- Maintained Full cycle QA activities on 5 major Projects in ITSM, Media, Fintech, and Healthcare domains
- Collaborated with the client teams to build integrity and interdisciplinary cohesion
- Developed and introduced lectures for IT audiences of up to 300 people
- Mentored mid-level and newcomer employees to build a strong educated team

EDUCATION

Belarusian State Linguistic University

Computer Linguistics specialization, Sep 2012 - Jul 2017

ISTQB Foundation Level Certified Tester 2022