



# DEEPRASHMI NATH

Game Producer

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## EXPERIENCE

**WB Games Avalanche | Salt Lake City, Utah, USA**

**Jun 2021 – Present**

*Production Coordinator on Hogwarts Legacy*

- ❖ Created, maintained and organized the Kanban board and Jira task spread of the VFX and Audio team ensuring well-defined sprint goals and cleaner Jira reports
- ❖ Planned sprint and milestone deliverables according to task priority, chronological dependencies and timing locks leading to continuous and tangible progress
- ❖ Drove stand-ups and meetings with mission producers and strike teams to get art direction clarifications and promote a periodic review process
- ❖ Maintained documentation, weekly reports, burndown charts and milestone reports to accurately represent progress over time to directors, producers and stakeholders
- ❖ Collaborated with the Tutorial team lead to create a production process for the team
- ❖ Assessed and itemized the task structure of a critical universal in-game component

**PwC (PricewaterhouseCoopers) | Kolkata, India**

**Dec 2018 – Jun 2019**

*Associate*

- ❖ Drove retrospective meetings at the end of each sprint cycle and provided solution support to end-users of PwC auditing tool Audit360

**Infosys Limited | Mysore, India**

**Jul 2015 – Jun 2018**

*Senior Systems Engineer*

- ❖ Ideated project architecture and drafted new database design for client project, resulting in completion of 2 additional user stories within estimated deadline



## PROJECTS

**Souls of the Wind (Trailer | [Steam](#)) | Producer & Game Designer**

*A third-person puzzle platformer where you control the power of the four winds*

- ❖ Planned and managed sprints, product and sprint backlogs through task tracking in Jira leading to periodic quality checks and bug-free builds
- ❖ Ensured collaboration between artists, technical artists and engineers by ensuring transparent communication through Jira tickets and charts (Gantt and Burndown)
- ❖ Ideated and documented the core gameplay loop, player mechanics and boss mechanics
- ❖ Technologies: Unreal Engine 4 Blueprints, Jira, Maya and Perforce

**Other Projects | Producer, Designer and Gameplay Programmer**

*Flox Don't Stop, Welcome to Earth, Reaction, Transience and Others*



## EDUCATION

**University of Utah | Utah, USA**

**Aug 2019 – May 2021**

*Master of Entertainment Arts & Engineering, Production Track*

**West Bengal University of Technology | Kolkata, India**

**Jun 2011 – Jun 2015**

*Bachelor of Technology, Electronics & Communication Engg.*



## SKILLS

**Project Management Tools**

Jira, Confluence, Google Suite

**Version Control Software**

Perforce, Git, Team Foundation Server

**Software**

Visual Studio, Unity, Unreal Engine 4, Maya, Substance Designer, Shotgrid, Photoshop

**Programming Languages**

C++, C#, Python & UE4 Blueprints

**Database Management**

Oracle & SQL

**Software Engineering**

Software Development Life Cycle (SDLC), Agile, Kanban and Scrum Methodologies, Algorithms & Data Structures



## AWARDS & CERTIFICATIONS

**Programming through C/C++**

**Oracle with Java**

National Institute of Electronics & Information Technology

**Exam 483: Programming in C#**

Microsoft

**Agile with Atlassian Jira**

Atlassian, Coursera

**Algorithmic Toolbox**

University of California San Diego & National Research University, Higher School of Economics, Coursera

**Certificate of Appreciation for UI/UX Design**

Infosys Limited