



DEEPRASHMI NATH

Game Producer

 [linkedin.com/in/deeprashminath/](https://www.linkedin.com/in/deeprashminath/)  www.deeprashminath.com

801 919 5631

deeprash01@gmail.com



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, 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