

# DIEGO PRATES DE ANDRADE

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Malmö - Skåne



## Summary

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13+ years of experience leading technical and game development teams to deliver successful games. With expertise honed at top AAA studios and renowned gaming companies, I drive projects from concept to launch, leveraging industry insights and leadership expertise.

## Experience

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### **Senior technical producer @ *Avalanche Studios Group* - 2025-/03 - Present**

As a Senior technical producer at Avalanche, I've managed timelines and technical teams. Collaborated with stakeholders to define project scopes, technical roadmaps, and outsourcing plans.

### **Senior producer @ *Thunderful Games* - 2024/01 - 2025/03**

As Senior Producer at Thunderful, I led project delivery, managing budgets, diverse teams, and strategic roadmaps. I collaborated with stakeholders to define project scopes and outsourcing plans, and facilitated Lean Inception workshops to drive product vision and prioritization.

### **Technical associate producer @ *Massive Entertainment - A Ubisoft Studio* - 2020/09 - 2024/12**

As Technical Associate Producer at Massive, I managed multiple engine teams for projects like Avatar - Frontiers of Pandora and Star Wars - Outlaws, overseeing coordination, delivery, and people management, while driving the engine roadmap.

### **Executive Producer @ *Black River Studios* - 2018/11 - 2020/08**

As Executive Producer at Black River Studios, I led project management from inception to completion, overseeing a team of producers, portfolio strategies, and partner relationships, while collaborating with C-level management to drive key deliverables.

### **Lead programmer / Technical producer @ *Samsung SIDIA* - 2017/01 - 2018/11**

As Lead Programmer and Technical Producer at SIDIA, I led a diverse team through all stages of game and software development, overseeing progress, defining technology stacks, and driving projects from inception to launch.

### **Producer / Lead developer @ *Diverso Games* - 2016/05 - 2017/01**

As a Game Developer and Producer at Diverso, I led a team in conceptualizing and delivering games to market, managing resources, timelines, and budgets while driving process improvements for enhanced efficiency and quality.

### **Game developer @ *Fire Horse Studio* - 2014/09 - 2016/05**

As a Game Developer at Fire Horse Studio, I brought game designs to life by designing and implementing scalable, efficient, and secure server-side and client-side code.

### **Game Developer and Game Producer @ *Hoplon Infotainment* - 2012/04 - 2014/02**

Game Developer and Producer with expertise in both creative and technical aspects. Collaborated with Square Enix Latin America on co-development projects, led teams, and managed budgets. Skilled in Unity3D, C#, and AI implementation.

## Education

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### **MSc Design Artifacts @ *CESAR School* - 2019 - 2021**

Thesis on process design, emphasis on game pitch selection process

### **Bachelor of Information Systems @ *UNISUL* - 2005 - 2008**

Thesis in workflow systems