

John Faciane

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Digital entertainment production professional with over 7 years of digital entertainment production experience across console, mobile, and browser-based games as well as CGI animation and VFX. Creative problem solver; skilled at de-escalating issues that arise in development through team-building, risk prediction/mitigation, and shifting responsibilities ensuring development runs smoothly, resulting in high quality experiences for consumers.

Skills

- ✓ Internal and external production management
- ✓ Experience with Agile development with previous SCRUM Master certification
- ✓ Shipped titles on PS4, Xbox One, Switch, Steam, iOS, Android, and HTML5
- ✓ Proven experience in game publishing and development
- ✓ Experienced in work on world renowned IP
- ✓ Confidence in negotiation with vendors for corporate rates on goods and services
- ✓ Passion for creating experiences that resonate with users
- ✓ Professional level fluency in Japanese language and business customs
- ✓ Deep knowledge of cross-cultural communication

Selected Experience

SEPTEMBER 2018 – CURRENT

Producer / Electronic Arts | Pogo.com, Redwood City

Game Production

- Product owner and vision holder on internal and external game development projects
- Align with internal stakeholders and leadership on project needs
- Track development closely to ensure smooth process through milestone/gate checkpoints
- Work directly with IP holders on licensed content
- Work directly with Art Director to provide feedback on art for games and external content
- Create blog and forum posts to communicate with users about new games, features, and content

Live Production

- Manage and maintain live content production and release schedule across Pogo platform
- Collaborate cross-functionally with Product Management and Design to define live content needs
- Manage relationships with 3rd party developers and art vendors
- Manage miscellaneous projects that include technology updates to existing titles and new features for the website

Selected Credits: Snowbird Solitaire, Scrabble HD, Anagrams, Trizzle HD

Tools Used:

JIRA, Confluence, Perforce, Unfuddle, Basecamp, Photoshop, Outlook, Excel, Word, PowerPoint

JULY 2016 – AUGUST 2018

Associate Producer / Capcom USA, San Francisco

- Manage external and internal (Capcom Vancouver) production of titles as Producer
- Analyze scope/design of titles and give direction as needed to ensure highest quality experiences for users
- Review and approve art assets
- Attend voice recording sessions and provide creative direction
- Create pitches for future titles to be green-lit
- Manage relationships and negotiations with external vendors
- Liaise with first parties (Sony, Microsoft, Valve, Apple, Google) on games in production
- P&L creation and cost management
- Work in tandem with producers at Capcom Japan on production management
- Create internal production processes and documentation for mobile game publishing
- Translation/interpretation of production and QA correspondence (J – E, E – J)

Credits:

Producer – Street Fighter 30th Anniversary Collection International (PS4, XB1, Switch, Steam) October 2018

Producer – Street Fighter 30th Anniversary Collection (PS4, XB1, Switch, Steam) May 2018

Producer – The Disney Afternoon Collection (PS4, XB1, Steam) April 2017

Producer – Puzzle Fighter (iOS, Android) November 2017

Producer (credited as associate) – Dead Rising 4: Frank's Big Package (PS4, XB1) December 2017

Associate Producer – Street Fighter V Season 3 (PS4, Steam) January 2018

Tools Used:

JIRA, Confluence, iTunes Connect, Google Play Developer Console, HelpShift, Outlook, Excel, PowerPoint, Photoshop

JANUARY 2015 – JULY 2016

Localization Producer / Voltage Entertainment, San Francisco

- Manage one of the San Francisco office localization teams (L10N)
- Hiring and training of Associate Localization Producers
- Analyze KPI of San Francisco team's apps and create action plans to bolster performance
- Work with Japanese and US executives on future business strategies
- Review and approve translated work and invoices
- Translation of internal technical and creative documentation (J – E, E – J)
- Creation of monthly pitch materials for new projects, campaigns, etc. in Japanese
- Creation of data for apps, upload to servers, and debugging of new in-game content

Tools Used:

iTunes Connect, Google Play Developer Console, Facebook, Tumblr, YouTube, Win SCP, TeraTerm, Photoshop, PowerPoint, Proprietary Development Tools, HTML, CSS

Further experience is available for review on [Linked In](#)

Education

JUNE 2009

Bachelor of Arts / University of Oregon, Eugene Oregon

Double Major in Theatre Arts and Japanese Language and Culture: Language intensive option

- Cumulative GPA 3.69; Achieved Dean's List multiple quarters
- Studied abroad at Senshu University in Tokyo Japan from September to December of 2007
- Extra-curricular activities: University Theatre, Japanese Performing Arts Company