

Martin Rodriguez

Project Manager / Game Designer

As a dedicated Project Manager, I excel in guiding high-performance teams by fostering strong interdisciplinary connections. I thrive as a facilitator and problem solver, blending creative and analytical approaches. I leverage my Game Design experience to assess progress and quality of game projects and better understand priorities.

TOOLS	Jira, Excel / Spreadsheet, Notion, Slack / Discord, Miro, Unreal Engine (C++, BP, UMG), UEFN, Unity (C#), Python, SQL
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CAREER HIGHLIGHTS

Game Designer at Teravision Games

SEPTEMBER 2024 - present

Worked on *Havoc Hotel 2* (PC, consoles).

- Led 10-person development team
- Analyzed playtest results and community feedback to drive priorities
- Led design and development of asymmetric multiplayer game in UEFN

Senior Associate Producer at Teravision Games

AUGUST 2021 - SEPTEMBER 2023

Worked on *Killer Klowns from Outer Space: The Game* (PC, consoles) and *Captain Toonhead vs. the Punks from Outer Space* (VR).

- Led team growth from 25 to 70 members
- Developed project roadmaps on spreadsheets / Gantt
- Successfully transitioned studio to Jira issue tracking with automations, saving team 1 day per 2 week sprint.
- Established internal bug tracking system using Jira with automations
- Established product management and game analytics team
- Provided development support in all product stages
- Organized and held milestone deliveries for publisher
- Onboarded and supervised QA and production teams

GAME PROJECTS

Project Manager

Boss Lab Project with Chimeric Entertainment

MAY 2024 - JULY 2024

- Used Notion to roadmap project and coordinate sprint-to-sprint
- Led client facing meeting and deliveries
- Designed a module based boss creation and modification system (BP)
- Developed and implemented a modular skill tree system with UE5 / UMG
- Prototyped and implemented player combat mechanics

Project Manager

Game Design Toolkit with Dusk Wave Arts via CDM

JANUARY 2024 - MARCH 2024

- Used Notion to roadmap project and coordinate sprint-to-sprint
- Led client facing meeting and deliveries
- Created VFX with Effect Graph and implemented platformer character animations and mechanics

Game Designer

Edutainment Game for Canada Council on Invasive Species

DECEMBER 2023 - MARCH 2024

Game designer for card game *Species!* a didactic communication tool to spread awareness and education on Canada's invasive species.

Vancouver, BC
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SKILLS

Problem-Solving
Roadmapping
Game Design
Project Management
Stakeholder communications
Risk Assessment / Management
Data Analytics
Data Visualization
Quality Assurance

LANGUAGES

English, fluent
Spanish, fluent
French, fluent

EDUCATION

Masters of Digital Media

University of British Columbia, Vancouver, BC

SEPTEMBER 2023 - DECEMBER 2024

Master's degree in technical management and agile leadership

Game Designer

RPG Designer with Madbricks / Bisonic

AUGUST 2022 - NOVEMBER 2023

Design, test, and balance RPG combat and progression systems for *Forgotten Runiverse* MMORPG.

OTHER PROFESSIONAL EXPERIENCE

Public Relations Communication Analyst

Alpina Productos Alimenticios SA BIC

APRIL 2021 - AUGUST 2021

- Managed relationship with government stakeholders
- Developed and implemented traditional media communication strategies
- Developed internal communication strategies for brand image renewal

Digital Communications Analyst

Jimeno Acevedor y Asociados, Bogotá, Colombia

JULY 2019 - APRIL 2021

- Developed digital communication strategies
- Developed tailored sectoral reports for clients in mining, telecoms, food and beverage, and public services

High School Teacher

Corporación Colegio los Nogales

JULY 2018 - JULY 2019

High School teacher of Latin American Literature, Colombian Literature, Journalism, and Oral Expression.