Keiran Lovett, Production Manager

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SKILLS

- Multiple shipped products and projects across various roles (game designer, developer, manager).

- Leading multiple mid-size multi-disciplinary teams across various and concurrent projects.

- Communicating with and between key internal and external stakeholders to keep production running smoothly.

- Hands-on experience with various engines, editors and their workflows (**Anvil, Snowdrop, Unity, Unreal**).

- Resourceful and adaptable to changing practices in the workplace. Able to self-start and manage time effectively.

- Working understanding of game development processes (spec, design, development, and live-ops) across numerous projects.

HIGHLIGHT PROJECTS

Assassins Creed Mirage (Mobile)
iOS
Managing the core technology teams responsible for porting the console title to iOS.

PlatformXR
PC / MacOS
An early metaverse platform to promote brands within digital events. Lead development of real-time **multiplayer** systems (server orchestration, **liveops**, social features)

Continued...

2022-02 - present

Production Manager
Ubisoft Games, Winnipeg, Canada

- Managing the **A**nvil **Engine** and **Snowdrop Engine** technology teams to support announced and unannounced AAA games.

- Creating production **roadmaps** to focus and deliver on planned priorities, **deliverables** and **milestones**. Pioneered and adapted processes optimizing cross-team efficiency.

- Demonstrated a high level of autonomy in establishing highly effective inter-team **collaborations**, both within the local studio and across Ubisoft Studios in **Canada**, **Sweden**, and the **Greater China Region**.

- Reported directly to the Managing Director on potential risks and their accompanying mitigation strategies. Spearheaded efforts to identify staffing requirements and strategically recruit top talent.

2018-12 - 2022-01

Producer
Shadow Factory, Hong Kong. Digital design agency / game studio

- **Delivered dozens** of successful digital projects including complex software, games, websites, and iOS/Android applications.

- Established processes and pipelines to enable the agency to grow from **<10 to 50+** headcount in 6 months.

- Guided **clients**, **partners**, and **teams** through the development process. Defining and analyzing high-level project goals.

2017-11 - 2018-12

Technical Director
Shadow Factory, Hong Kong. Digital design agency / game studio

- Establish and implement production standards to allow the agency to sustain development of **multiple concurrent projects**

- Providing visionary **technical leadership**, aligning technology initiatives with the studio's overall objectives and long-term vision.

- Leading research and development efforts to explore new technologies, tools, and methodologies that can **drive innovation** within the agency.

2016-06 - 2017-10

Game Developer
Lan Kwai Fong Group, Hong Kong. Division for digital strategies in marketing.

- Led design and development of iOS/Android game "**LKF Play**" which resulted in multiple marketing and design awards for the company.

- Research and development of new technology and opportunities in **AR**, **VR**, and mobile platforms. (**Unity**, **Unreal Engine**).

- Designing and developing diverse games, with a focus on critical features including **mechanics**, core **systems**, and **player engagement**.

Facebook Platforms Manager

Spark AR, Instagram

Managed partnership between Shadow Factory and Facebook to develop content on behalf of Facebook and clients. Setup internal pipeline and management practices for Facebook's Spark AR platform during its alpha release, resulting in dozens of clients and a direct partnership with Facebook's leadership team.

Stupid Cupid

Steam / Oculus

Released 2019, a quirky physics based action game in virtual reality. Design of **25 unique levels** around action and puzzle mechanics using **Unreal** Blueprints.

2014-06
-
2022-02

Organiser

Game Dev Happy Hour, Hong Kong's largest game development industry networking event.

- Founding member and organiser until departing Hong Kong in 2021..
- Hosting multiple monthly and yearly events, game jams, and network sessions.
- **250 members** across 15 studios within the Greater China Region.

2014-06
-
2016-03

User Interface Designer

Insight Robotics, Hong Kong. Robotics fire detection system and software.

- Create comprehensive UI **documentation**, including wireframes, prototypes, style guides, asset libraries to facilitate development process.
- Conduct **usability testing** and gather **user feedback** to refine and optimize user interfaces for enhanced engagement.
- Worked directly with engineers to implement designs, ensuring optimal functionality and performance. (**JS, Angular, C#**).

2012-11
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2014-05

Game Designer

Frenzoo Limited. Developer of "MeGirl" IOS / Android mobile games series. Hong Kong

- Managed **contractors** to ensure project assets meet technical and artistic requirements and deadlines.
- Developing functionality and game mechanics across in-development and published mobile games in C#. (Unity)
- Organized game data for interdepartmental use. Assisted publishing with live project deployments to various platforms **(App / Play Store, Steam)**.

EDUCATION

2011
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2015

B.F.A

Savannah College of Art and Design

- B.F.A. Major in Interactive Design and Game Development
- B.F.A Minor in Graphic Design

ADDITIONAL

2019-06

Judge, Big Indie Pitch, Pocket Game Connects
Panelist judge for the finals of Pocket Gamer Connects, Hong Kong

2019
-
2021

Sponsor & Mentor, Sheridan College
Direct yearlong mentorship offered to final year students of the game design program to tutor and lead in real-world projects.