Keiran Lovett, Producer

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SKILLS

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

- Detailed experience with various engines, editors and their workflows (**Unity, Unreal, xCode**).

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

- Solid understanding and experience in programming and design.

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

- Leading small multi-disciplinary teams across various and concurrent projects.

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

HIGHLIGHT PROJECTS

Neon Death Pact
Switch / PC / Xbox

A first-person game that is one part exploration and one part puzzler.

- **Producer**, ensuring each department is completing timely work and delivering a quality product.

- Engaging with the publisher to set and maintain benchmarks and milestones.

Continued...

2018-12 - present

Producer
Shadow Factory
Digital design agency / game studio.

- Daily activities include planning, managing, documenting and tracking project schedules and workflows, managing trade-offs and eliminating blockers. Utilising **AGILE** methods with industry management tools (**Excel, MS Schedule, JIRA, Gitlab**)

- Engaging directly with Clients, Partners, and internal Business Development teams to produce well understood goals, project road-map, and schedules on often aggressive deadlines.

- Managing **remote engineering teams** and **contractors** across various time zones on multiple long-term projects.

- Representing studio at global conferences such as the **Taipei Game Show** and **Game Developers Conference** to establish partnerships with other game developers and publishers.

2017-11 - 2018-12

Technical Director
Shadow Factory

- Establishing and implementing studio-wide production standards and guides to meet the quality and content needs of specific projects. (Project Organisation, **Continuous Integration**, etc.).

- Designing & developing within off-the-shelf and custom game development engines using object-oriented design principles across **C#, JavaScript, Swift**, and graph-based scripting (UE4's UMG/Blueprints).

- Arranging publishing process and deployment pipelines for clients and internal projects across multiple publishing platforms. (App / Play Store, Steam, Oculus).

- Designing and developing on numerous studio projects across their complete lifecycle (leading creative brainstorms, project managing, programming prototypes and production code).

2016-06 - 2017-10

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

- Designing and developing various game mechanics and systems with artists and engineers across multiple projects. Resulting in 5 direct awards for the company with "LKF Play".

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

- Writing and maintaining design documents across various games. Managing core features such as mechanics, missions, and level pitches for clients and team.

Stupid Cupid
Steam / Oculus

A quirky physics based action game in virtual reality.

- Design of **25 unique levels** around action and puzzle mechanics using **Unreal** Blueprints.

- Managing **Oculus** and **Steam's publishing** process to meet submission requirements.

PlatformXR
PC / MacOS

A mashup MMO and events platform for players to explore whimsical worlds, unlock quests, and play together.

- Project managed development across two studios and outside contractors.

- Lead development of real-time **multiplayer** systems (server orchestration, **liveops**, social features).

Facebook Platforms Manager
Spark AR, Instagram

Ongoing partnership between Shadow Factory and Facebook to develop content on behalf of Facebooks 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.

- Maintain relationships with Facebook and related clients, directly engaging with Facebook's platform leadership in some cases.

2014-06
-
present

Organiser and Founder
Game Dev Happy Hour
Hong Kong's largest game development industry networking event.

- Founding member and organiser.

- 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
Robotics powered early-warning fire detection system and software.

- Converting product specs to user-friendly designs through the process of wireframe and flow/logic diagram creation. (Axure, Balsamiq, Sketch, Adobe XD).

- Coordinated internal feedback tests and surveys between teams and stakeholders.

- Setup design tools pipeline development with engineering team. Developed UI functionality around core systems (JS, Angular, C#).

2012-11
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2014-05

Game Designer
Frenzoo Limited.
Developer of popular "MeGirl" IOS / Android mobile games series.

- Managed contractors to ensure project assets meet technical and artistic requirements and deadlines.

- Developing functionality and game mechanics across in-development and published game projects. (Unity)

- Organized game data for interdepartmental use. Assisted publishing with live project deployments to various platforms (App / Play Store, Steam).

EDUCATION

2011
-
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
Panellist 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.