

Keiran Lovett

kvclovett@gmail.com - www.keiranlovett.com - www.linkedin.com/in/keiranlovett

Gameloft, Brisbane, Australia

12/2023 - PRESENT

Producer

- Currently **leading big-picture strategy** and the **day-to-day production** operations for large-scale, cross-disciplinary teams across pre-production and production of **unannounced projects**.
- Actively engaging with **world-leading IP** stakeholders to negotiate, align scope, and consistently secure quality milestone deliverables.
- Evangelising production frameworks (**SAFe, Agile, Scrum, Kanban**) and delivering regular, hands-on training sessions and coaching to embed consistent processes, raise team maturity and drive continuous improvement.
- Managing product roadmaps, detailed milestone plans, sprint schedules and delivery timelines while building and maintaining **budget forecasts**; proactively surfacing risks, coordinating cross-studio mitigation and executing change to keep projects on track.
- Driving **day-to-day communication** across QA, Audio, Localization, Marketing and platform partners to maintain transparency, unblock dependencies and accelerate decision making.

Ubisoft, Winnipeg, Canada

02/2022 - 11/2023

Production Manager

- Built and led multiple cross-disciplinary teams for development of **Assassin's Creed, Avatar: Frontiers of Pandora**, and **Star Wars: Outlaws** with **Anvil** and **Snowdrop** game engines in collaboration with teams in studios across Ubisoft globally (China, Europe, North America).
- **Assassins Creed: Mirage** (Mobile) - Managed a strike team responsible for delivering a high quality port and technical demo of AC:Mirage on **iOS 17** within 6 months. Showcased at Apple's "Wonderlust" 2023.
- Implemented project management practices (**Agile, Scrum, Kanban**) for efficient workflows and timely, high-quality features working closely with the stakeholders to maintain their vision and quality.
- Coordinated closely with **Production, QA, and Business Development** teams in decision-making capacities to ensure visibility and insights through all stages of projects lifecycle.
- Work alongside other studio Production Managers and Studio Manager to develop overall business strategies and advise on technical progression, studio culture, and areas of improvement.

Shadow Factory Agency, Hong Kong

11/2017 - 01/2022

Producer

12/2018 - 01/2022

- Oversaw all aspects of products (**VR/AR**, software, games, websites, apps) from **ideation**, market **release**, and **post-launch** for international clients like Meta, Singapore Airlines, HSBC, and Vogue.
- Built strong, collaborative relationships with development partners and clients through clear **communication**, proactive **risk mitigation**, **issue resolution** using a solutions aligned mindset.
- Managed **multi-disciplinary teams** to define realistic milestone schedules, allowing us to find the best balance of quality, time, and cost, using my background and experience in design and programming.
- Public speaking across keynotes, workshops, and talks to share insight on technology, AR/VR, game development, and more. Includes **GDC 2018, Today At Apple**, Universities, to name a few.

Technical Director

11/2017 - 12/2018

- Joining in the early stages of a startup, I implemented **Agile** amongst other methods for tracking projects along with **version control / continuous deployment tools** to help effectively scale production.
- Oversaw all technical aspects of projects and production, aligning them with long-term strategic

objectives to keep the agency competitive, meet client needs, and grow the studio.

- **Interview and recruit** new candidates for technical roles and provide **mentorship** to Individual Contributors to support growth from <10 to 50+ headcount in 6 months.
- Hands on development of products using **Unity, Unreal Engine**, and proprietary software.
- Directly managed a partnership with Meta to develop content for the **SparkAR** platform, resulting in dozens of new clients and a direct partnership with Meta including advisory discussions with Mark Zuckerberg & leadership team on emerging concepts and trends in **AR** and **VR**.

Lan Kwai Fong Group, Hong Kong

06/2016 – 10/2017

Game Developer

- Led creative design and development of **iOS/Android** game "**LKF Play**" which resulted in multiple marketing and design awards for the Lan Kwai Fong Group.
- Established and managed production pipeline for app distribution across **iOS** and **Android** using **CI/CD** tools.
- Research and development of new technology and opportunities in **AR, VR, Mobile** within **Unity** and **Unreal Engine**.

Frenzoo, Hong Kong

11/2012 – 05/2014

Game Designer

- Worked within multidisciplinary teams to build engaging **UI** design and various game loops for in-development and post-launch mobile games.
- Managed **contractors** to ensure project assets met technical and artistic requirements and quality expectations.
- Developed game-loops for multiple in-development and post-launch mobile games in **C#** and **Unity**.

ADDITIONAL

Judge, Big Indie Pitch, Pocket Game Connects

06/2018

Panelists judge helping developers gain insightful feedback and guidance with their in- development games for the 2018 conference event.

Games Programme - Visiting Lecturer & Mentor, Sheridan College

2017, 2019

Visiting lecturer and mentor for B.F.A fourth year students, teaching technical and production subjects within the field of game development.

Hong Kong Game Developer Network

2016-2021

Co-organiser for an organisation for networking amongst game developers in Hong Kong. Monthly events included keynote presentations from local and visiting devs, student outreach, and networking.

Workshop Talk "Today at Apple"

08/2019

Interactive talk as part of a Today at Apple series on creative technologies in partnership with Apple, to showcase their new AR tools.

EDUCATION

Savannah College of Art and Design

2011 – 2015

SCAD games program graduates excel in crafting captivating interactive experiences, blending game design expertise with the latest technologies.

- *Bachelor of Fine Arts* Major in Interactive Design and Game Development
- *Bachelor of Fine Arts* Minor in Graphic Design