



MITCHELL HANSEN

PRODUCER

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I'm an experienced producer looking for my next great job in Games. I have worked in Development and Publishing on PC (Steam/GOG), Console (Sony/Microsoft), and Mobile (iOS/Android). My passion to help others paired with my own creative drive and necessary humility, makes me suited to lead by serving others. In my most recent work as an Assistant Producer at Digital Extremes, I've learned how to facilitate developers and other producers, as well as interact with clients and development partners to help create and publish a successful Live-Ops Product. I'm looking for a place where I can grow and help others grow in concert; A role where I can be truly challenged and help multiple teams **move fast, make it right, and make it fun.**

Assistant Producer

Digital Extremes, External Projects - 1 Shipped Title - "Wayfinder" (Nov. 2022- Nov. 2023)

- Support for the Head of Production and Senior Producer on a three person team supporting the entire development process including but not limited to: task tracking, research, technical and ops note taking, distribution and follow up as well as information gathering, data entry, and other examples as my responsibilities expanded.
- Be "Subject Matter Expert" on Program and Portfolio Management tools (Favro, Jira, Confluence, Asana). Building out a repeatable workflow, Roadmaps, and asset tracking delivery system for multiple departments.
- Use above tools to assist in maintaining detailed project plans and track status of plans and features.
- Facilitate and monitor the entire Localization Process with timely delivery and implementation of necessary assets in game.
- Organize, maintain, and solicit feedback for client delivered Milestones and other official invoiced documentation.
- Flag and document issues in Jira for the QA Team and assist in preparing for and carrying out play testing and user focus tests as needed.
- Assist with and anticipate any other team related development tasks as necessary.

Remote Account Manager & Master Sales Trainer

Amplify & Syneos Health (Feb. 2019-Apr. 2022)

- Responsible for over 1000 client accounts. Sales, CRM tracking, data analytics, & software implementation assistance.
- Business and marketing development for these businesses, total sales 3 million dollars in 2021. 679%[^] annually.
- Developed and maintained expansive co-employment and client relationships across 3 client managers and over 180 team members.
- Successfully onboarded and trained over 15 new hires on software as well as practice soft skills, live coaching & reports to management.

Education

| Skills

Bachelor of Fine Arts from **University of the Arts**

Certificates in :

- **Game Production** and **Game Production II**
- **Game Design and Development** from **F.I.T.**
- Intro to **Unreal 5**
- Agile/Scrum (**ICAgile Certified Professional**)

- Project/Portfolio Mgmt.
- Process Improvement
- PM Software
- Agile and Scrum
- Roadmap Development
- Jira/Confluence
- Documentation
- Cross-Team Communication
- G-Suite
- Data Analysis
- Collaboration
- Bug Triage