



Producer

"I love bringing people together to turn a shared vision into a tangible reality."

PRODUCTION SKILLS

- Task Prioritization and Delegation
- Bug Management (Tracking, Fixing, Testing, Resolving)
- Project Management Methodologies and Agile Processes (Scrum, Kanban)
- Asset Tracking
- Status Reporting and Project Accountability
- Scheduling/Milestone Definition
- Problem Anticipation and "Creative Solutions to even more Creative Problems"
- Flexible Team Management and Iterative Development Mindset
- Written and Verbal Communication Skills, especially Cross-Team Communication and Skill-Specific Language
- Leadership Skills with a focus on Team Maintenance and Well-Being
- Scripting/Coding (C#, Python, Java)
- Experience with full Art and Engineering Pipelines
- Experience with Systems Design
- Endless Empathy and Positive Attitude ♥

EDUCATION

Master of Entertainment Arts and Engineering - Production Track (MEAE)

University of Utah - Graduated 2020

Bachelor of Film and Media Arts

University of Utah - Graduated 2018

LIGHT AFTER HOURS

While I love making games, that's not all I do with my time! If I'm not running the shadows or piloting a 'mech you can probably find me geeking out with my tabletop rpg group, trying to learn a new instrument, or curled up with a good book and a cup of tea.

CONTACT

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SAMPLE PROJECTS AND EXPERIENCE

ArchiTac - Squish-Fish Games (Team of 11)

Unreal | 3D Resource Management and Crafting
[Available on Steam](#)

- Facilitated communication between artists, tech artists, and engineers to ensure each team member understood tasks and goals in their own skill-specific language
- Iterated on scope, milestone definitions, and development pipelines based on changing needs of the team, design, and world circumstances through a 9-month development period
- Actively sought to keep the team happy, healthy, and motivated, including working to resolve disputes and helping the team adapt to unexpected changes

Mechromancy - Fe Labs (Team of 11)

Unreal | 3D Alternative-Controller Mech Game
[Location Based Entertainment](#)

- Spearheaded the physical development of the Alt-Controller, including managing the development timelines of both the game and the controller
- Worked with art and engineering leads to tailor our development decisions and sprint goals to the strengths of each team member
- Tracked and managed the debugging process for both software problems in the game and hardware problems in the controller

Overclocked: The Aclockalypse - Timewind LLC (Team of 17)

Unity | 2.5D Bullet Hell
[Available on Steam](#)

- Motivated team members and managed product/sprint backlogs to ensure we could reach development milestones and stay within established scope
- Analyzed the development pipeline in order to find potential risks and bottlenecks, then worked with the team to provide possible solutions
- Handled the entire publication process, including legal company formation, securing the publishing platform, creating all external store/community pages, and build/patch release