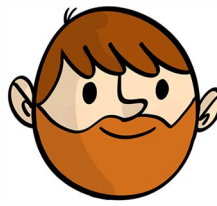






**KENNY
GREEN**
Game Producer



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 1 (815) 529-8173

SKILLS

- Agile Development
- Scrum
- Communication
- Organization
- Scheduling
- Community Relations
- Risk Mitigation
- Task Management
- Quality Assurance
- Milestone Reports
- Budgeting
- Teamwork

GAMES

Hide vs. Seek - Producer - August 2017 - Steam, Unreal 4

- Scrum Master
- Met with team leads to document engineering, art, and design parameters
- Led digital/social media on Facebook, Twitter, and Steam
- Documented user testing and quality assurance testing

Bob Petrol - Lead Producer - December 2015 - PC, Unreal 4

- Scrum Master
- Coordinated with executives and stakeholders to establish design parameters
- Responsible for sprint pitches and milestone presentations
- Worked in engine to design and engineer levels

Virtual Records - Designer - Spring 2018 - Oculus Rift, Unity

- Coordinated with client and medical staff to ensure confidentiality and accuracy
- Oversaw engineers in engine to build play experience to help visualize data
- Created the design document and performed user research to verify direction
- Documented bugs and worked with engineers to resolve them

M.A.R.T.H.A. - Lead Producer - Spring 2018 - Android, Unity

- Scrum Master
- Coordinated with executives to establish project parameters
- Responsible for sprint pitches and milestone presentations
- Oversaw asset creation pipeline and put models in engine

EXPERIENCE

Brave Little Studios - Co-Founder and Producer

- Mediated and solved any team conflicts
- Adjusted scope according to team size and capability
- Corresponded with stakeholders for milestones

University of Utah - Director Game Studio Relations

- Implemented Scrum to assist daily staff operations
- Established and maintained relationships

EDUCATION

University of Utah

- Master of
Entertainment Arts
and Engineering

University of

Wisconsin - Madison

- BA - Creative Writing