

Jake Shillan

GAME PRODUCER



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GameMakeJake.com



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Highly charismatic, multi-disciplined game producer with 5+ years in film, television, and stage entertainment.

Ensuring the day is streamlined, collaborative, and on task to building something incredible.

EXPERIENCE

Guildhall Studios
Narrative Systems Designer
2020 - 2021

BuzzFeed Video
Creative Producer
2018 - 2019

Sanguinet Films
Co-Founder & Producer
2016 - 2018

Sony Television
Post-Production Assistant
2013 - 2015

SKILLS

PROJECT MANAGEMENT

Agile/Sprint Framework
PSM1 Certification (in-progress)
Astounding Charisma
People-focused

SOFTWARE

JIRA Perforce
Unity || C# Maya
MS Office Suite G-Suite
Adobe Premiere

BONUS XP

BuzzFeed vids with 2 mil+ views
Worked for NBC Primetime TV

PROFESSIONAL PILLARS

PROJECT LEADERSHIP

- Co-founded television, film, and stage company *Sanguinet Films* and oversaw development of treatments, production scheduling, content development, and post-production
- **Led teams of 10+ cross-disciplinary members** through full production cycles for 50+ projects spanning film, television, stage, and games with budgets up to \$125K
- **Devised project roadmaps** that included completion dates of various components, consistent build releases, and meeting deliverables. Applied feedback to **re-scope & trim production**
- **Evaluated workflows to remove roadblocks** and create efficient pipelines
- Prioritized taskboards to establish **task urgency, goal clarification, and time management**
- Advocated for flat hierarchy to **create an equitable & empowering environment**

IMPLEMENTATION

- **Built processes and pipelines** for internal QA & app development
- **Provided consistent, detailed technical feedback** in collaboration with engineering team
- Established external user feedback methods and analysis
- Reviewed & implemented 75+ narrative scripts for grammar, context, and logic on a choose-your-own-adventure boardgame app

COMMUNICATION & COLLABORATION

- **Utilized servant leadership, empowerment, and reciprocal feedback** to ensure team members understood their value & received proper role support
- Ambassador of proprietary software; **wrote & maintained technical documentation** for future app authors, on-boarded new users
- Presented 'state-of-the-game' devlogs publically every sprint to an audience of peers & leadership

EDUCATION

Academy of Interactive Entertainment
2019 - 2021