

Rewant Verma, Game Producer

rewant.verma@gmail.com

www.rewantverma.com

Seattle, WA, USA

+1 (801) 702 2044

linkedin.com/in/rewantv

Solution driven and empathetic game producer with 4+ years of experience in the games industry across QA, Data Analytics and Production roles. Experienced in compassionately driving cross-disciplinary teams, efficiently managing schedules for both AAA and Indie project timelines, and is highly adaptable in fast paced environments. Ultimately, utilizing a unique set of skills to provide consumers with memorable video game experiences.

KEY SKILLS

Methodologies: Scrum, Kanban, Agile, Waterfall

Project Tracking Tools: Miro, Basecamp, Jira, Confluence, Slack, Teams, Google Suite, Flow (ShotGrid), and Microsoft Office Suite

Development Tools: Maya, Unity 3D, Unreal 4, Unreal 5, TestRail and Adobe Photoshop

Other Tools: Perforce, Github

EXPERIENCE

Associate Producer (Full Time), [Studio Wildcard](#)

Jun 2022 - May 2024

Game: [ARK Survival Ascended](#)

Bellevue, WA

- Facilitated daily studio-wide stand-ups, outsource reviews twice a week for 8 leadership roles and bi-yearly all-hands meetings for roughly 100 employees.
- Tasked about 150 JIRA tasks and ShotGrid assets for the Audio team and the Structures, Weapons, Tools and Props team for ARK 2.
- Reviewed 100+ Creatures & 40+ Creature armors through different stages of production along with the Art Director and Lead Creature Artist.
- Compiled feedback from reviews and used Basecamp to communicate with vendors.
- Obtained region-specific Age Rating Certifications (CERO, FVLB, GRAC, PEGI) for ARK Survival Ascended on Steam PC, Windows PC, PlayStation 5, XBOX Series X|S.
- Collaborated between Concept and Creatures teams for over 100 animated creature concepts.
- Contacted external web design professionals from the WIX marketplace and prepared branding media kits for our official company website (studiowildcard.com).

Playtest Coordinator (Contract), [343 Industries](#)

Oct 2021 - May 2022

Game: [Halo Infinite](#)

Redmond, WA

- Scheduled and hosted over 200 internal playtests for the Level Design, Multiplayer, Character and Audio teams, resulting in over 1,000 issues being discovered & resolved.
- Documented content-specific feedback during playtests and logged bugs in JIRA which allowed the respective teams to further investigate and fix these issues.
- Organized onsite playtests by managing 25 on-site workstations and created custom playlists focused around particular maps and/or modes.
- Collaborated with the Multiplayer team to host playtests specifically focusing on split-screen functionality during its early prototype phases.

Quality Assurance Tester and Analyst (Contract), [EPIC Games Inc.](#)

Jul 2020 - Jun 2021

Game: [Fortnite Seasons 14, 15, 16, 17](#)

Cary, NC

- Documented and reported over 150 unique gameplay issues in JIRA for Fortnite BR and Save the World modes.
- Collaborated with QA leads and internal QA and design teams to facilitate the WFH workflow process for bug-triaging and usability testing across 60+ QA testers.
- Tracked issues, stories and test cycles in JIRA using customized dashboards.
- Crafted 12 build test requests over 3 RC builds for feature-testing in TestRail.
- Tested Fortnite BR and Save the World modes gameplay and functionality across PC, XSX and Xbox One.
- Created and shared data lists and testing plans to guide and direct over 20 Ad-Hocs in Google Sheets.

Game Producer (Thesis Project), [Cat & Fiddle Games](#)

Aug 2019 - May 2020

Game: [Strange Creatures](#)

Salt Lake City, UT

- Documented progress in the form of bi-weekly sprints for a team of 9 members including artists, designers and engineers using JIRA.
- Served as Scrum Master for weekly stand-up meetings.
- Encouraged monthly one-on-ones with team members to boost team morale and resolve personal conflicts.
- Initiated brainstorming sessions and design meetings with the Engineering & Art team.
- Compiled and reviewed playtest sessions' feedback over 2 playtests with 50 players.
- Formulated a WFH plan during Covid-19 for our team to accomplish key deliverables and milestones without sacrificing scope and timeline.
- Published and released the game on Steam and set up the Steam Store page.

EDUCATION

Masters in Entertainment Arts and Engineering - Game Production

University of Utah - Salt Lake City, Utah

Bachelor of Engineering (Honors) - Computer Science

BITS Pilani, Dubai Campus - Dubai, United Arab Emirates