

Daniel Garcia

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SKILLS AND SOFTWARE

- Professional Scrum Master 1 Certification
- Agile Methodology
- Task Creation and Asset Tracking Management
- Communication and Meeting Facilitation
- Level Design and Creation
- Whitebox and Blackbox Testing
- French and Spanish
- Microsoft Word Suite
- Trello, ClickUp, and HacknPlan
- Jira Software
- Slack and Microsoft Teams
- Unreal 4 and Unity
- Mantis Bug Tracker
- Adobe Premiere, XD, and Photoshop

EXPERIENCE

PRODUCER, *LEYLINE KNIGHTS* (SPRING 2021)

- Managed team's tasking and maintained long term production schedule using ClickUp
- Facilitated the implementation of scrum processes and cross-team communication
- Created and maintained a risk management chart accounting for all features
- Organized quality assurance play testing to document feedback and catalog bugs
- Tracked statuses of in-progress assets and features

PRODUCER/LEVEL DESIGNER, *IMUGI* (FALL 2020)

- Tracked team's tasks and managed/prioritized product backlog items using ClickUp
- Spearheaded the implementation of Scrum processes which allowed for a 183% increase in team productivity
- Worked to design and create levels centered around the game's puzzle mechanics
- Managed the publication process for a launch on the Steam Marketplace

CO-PRODUCER/PROGRAMMER, *THE CHILD OF THE FOREST* (SPRING 2020)

- Collaborated with Co-Producer to manage team tasking through Trello
- Lead team and scheduled meetings to discuss task progress and prioritization
- Constructed puzzles and assisted in programming in-game interactable objects

PRODUCER/PROGRAMMER, *DIAMOND HEIST* (SPRING 2020)

- Groomed product backlog and managed task status tracking using Google Docs
- Updated and maintained team documentation to ensure consistent communication of features and asset quality
- Responsible for level construction, player movement, and interactable objects

EDUCATION

FALL 2018 - SPRING 2022

DIGITAL MEDIA (BA) – GAME DESIGN, UNIVERSITY OF CENTRAL FLORIDA

- GPA: 3.878