

# EZRA BOTANSKY

GAME PRODUCER

I am a recently graduated Game Producer with a Master's in Game Production and a passion for games. I am based out of Santa Monica and am willing to relocate.



ezrabot.com



ebotansky@gmail.com



ezrabot



310-993-9386

## Education

**2022-2024**

University of Utah

**Master of Entertainment Arts and Engineering  
Production Track**

**2017-2022**

University of Utah

**Entertainment Arts and Engineering**

**Bachelor of Science in Games**

## Software

Jira | Confluence | Miro

Slack | Teams | Zoom

MS Office

Google Suite

Unreal Engine | Unity

## Skills

Communication

Agile Development & Scrum

Project Management

Documentation

Problem Solving

Leadership

Conflict Resolution

Interdisciplinary Communication

Waterfall Development

## Game Projects

### No Strings Attached

(Thriller Puzzle Platformer)

Published on Steam

Game Producer

Unreal | Team Size: 15

September 2023 - May 2024

- Lead weekly SCRUM and sprint planning meetings to make sure that progress was made each sprint.
- Conducted regular one on one meetings with team members to assure that everyone was motivated and was happy.
- Presented bi-weekly Sprint Review presentations to provide updates.
- Presented the game at numerous events to inform potential players about the game.
- Created and managed the Steam store page for the game.

### GAppLab Games

(Medical Education)

Paid Contract

Game Producer

Unreal and Unity |

June 2023 - January

2024

- Worked for the Therapeutic Games and Apps Lab, working on creating medical games to be used in hospitals.
- Reported to stakeholders and partners outside of the project about development process.

### Soul In the Chamber

(Action-First Person Shooter)

Published on Steam

Game Producer

Unreal | Team Size: 25

September 2021 - May 2022

- Coordinated a team that was mostly online, setting up meetings and deadlines.
- Worked to help minimize bottlenecks during development. Led bi-weekly meetings during sprint weeks to ensure each team member knew what was expected of them.
- Helped make sure that the overall vision of the game went uncompromised during development.
- Utilized Scrum methodologies along with Trello.
- Created and managed the Steam store page for the game, as well as supplying all documents needed for application.