

EZRA BOTANSKY

GAME PRODUCER



ezrabot.com



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310-993-9386

Software

Jira | Confluence | Miro

Slack | Teams | Zoom

MS Office

Google Suite

Unreal Engine | Unity

Skills

Communication

Documentation

Problem Solving

Project Management

Leadership

Conflict Resolution

Agile Development & Scrum

Interdisciplinary Communication

Waterfall Development

Game Projects

No Strings Attached

Game Producer

Unreal | Team Size: 15

September 2023 - May 2024

- Lead weekly SCRUM 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 about progress made during development.
- Presented the game at numerous events to inform potential players about the game.
- Created and managed the Steam store page for the game.
- 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.
- 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

Game Producer

Unreal | Team Size: 25

September 2021 - May 2022

GAppLab Games

Game Producer

Unreal and Unity |

June 2023 - January

2024

Education

2022-2024

University of Utah

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

2017-2022

University of Utah

EAE Bachelor of Science in Games