

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

DEATH DRIVE

Game Producer

Unity | Team Size: 6

January 2021 - May 2021

- Shortlisted for the IGDA Utah Game Dev Choice Award.
- Planned the overall development timeline and set milestones and deadlines.

Soul In the Chamber

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.

GAppLab Games

Game Producer

Unreal and Unity |

June 2023 - Present

- Currently working 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.

Education

2017-2022

University of Utah

EAE Bachelor of Science in Games

2022-2024

University of Utah

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