

EZRA BOTANSKY

GAME PRODUCER

I am a Game Producer with a Master's in Game Production and a passion for games.



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

Skills

Agile Development & Scrum

Project Management

Conflict Resolution

Interdisciplinary Communication

Waterfall Development

Software

Jira | Confluence | Miro

MS Office

Google Suite

Unreal Engine | Unity

Game Projects

Unannounced Game Project

WB Avalanche Software

Production Coordinator

August 2025 - Feb 2026

- Led cross-disciplinary meetings, creating structured agendas and tracking action items to improve team alignment and reduce blockers.
- Assisted the production lead with sprint planning, milestone scheduling, and long-term timeline creation to help keep the team moving forwards.
- Ran a strike team developing a system for the game from prototype to implementation. Managed task assignment priorities to support rapid iteration.
- Coordinated communication between core service teams and leadership to maintain alignment, promoting clear and effective communication lines.
- Maintained and updated project documentation in Confluence which helped the team keep track of important information and ease on-boarding.
- Submitted and tracked Jira tickets to keep task boards organized and workflows moving smoothly.

No Strings Attached

(Thriller Puzzle Platformer)

Published on Steam

Game Producer

Unreal| Team Size: 15

September 2023 - May 2024

- Led weekly SCRUM and sprint planning meetings to make sure that progress was made each sprint.
- Recorded motion capture for in-game enemies.
- 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.

GAplab 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.

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Game Projects Continued

Soul In the Chamber

(Action-First Person Shooter)

Published on Steam

Game Producer

Unreal| Team Size: 25

September 2021 - May 2022

- Coordinated a remote team by establishing clear meeting cadences and milestone deadlines, improving accountability, communication flow, and on-time task completion across time zones
- 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.