

Rudi Vanzin

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Professional Experience

ASSOCIATE PRODUCER | thatgamecompany | JUN 2020 - PRESENT | LOS ANGELES, CA

- Producer on *Sky: Children of the Light*, a social adventure game with 50+ million players and growing.
- Facilitate the development of new content and features by managing cross-disciplinary teams.
- Shipped the 2 most profitable seasons to date and several successful events from concept to gold master.
- Promote an agile workflow and consistent communication with standups, retros, and stakeholder reviews.
- Plan, schedule, and track progress; solve blockers; partner with others across the studio.
- Took ownership of and made improvements to the localization pipeline and quality of translations.
- Bridge between QA and devs; assign and prioritize bugs; introduce more effective bug-closing policies.

LINE PRODUCER | USC GAMES, UNIVERSITY OF SOUTHER CALIFORNIA | APR 2019 – JUN 2020 | LOS ANGELES, CA

- Implemented pipelines to track project budgets; evaluated and made purchases.
- Onboarded vendors and new staff; deep knowledge of University policies and procedures or how to find out.
- Produce large and small projects under tight deadlines; track production of assets; solve all the problems.

UX RESEARCH INTERN | USER BEHAVIORISTICS | JAN 2018 – JAN 2019 | CULVER CITY, CA

- Collected and analyzed user experience data from live and remote playtests via observation or video tagging.
- Authored reports and offered insights and solutions according to best practice design principles.
- Executed different test plans for each client; experience with expert/heuristic review, competitive analysis, player personas, interviews and surveys, new player experience/FTUE, and UI wireframes/UX design.

Select Project Experience

CREATIVE DIRECTOR & PRODUCER | MAC GOES BACK

- Led an 8-person team in 1.5 years development of a point and click adventure game for PC.
- Scoped, scheduled, and tracked sprints, implemented and integrated all assets in Unity.
- Facilitated team building and self-care for all project members.
- Secured funding with Alfred P. Sloan Foundation Grant for science and storytelling.

Top Skills

TOOLS | JIRA, Confluence, Favro, Excel, R Studio, Photoshop, Illustrator, InDesign, Unity (C#), MS Office & G-Suite

PRODUCTION | Agile, macro & micro scheduling, task tracking software, budgeting, iteration

USER RESEARCH | Usability testing, behavioral observation, personas, survey design, expert review, interviewing

DATA ANALYSIS & VISUALIZATION | For various audiences; basic descriptive and inferential statistics

COMMUNICATION & LEARN-IT-ALL ATTITUDE | Clear and concise, self-motivated to learn and tackle any challenge

Education

M.F.A. | Game Design, University of Southern California School of Cinematic Arts, 2020

M.A. | Anthropology - Nautical Archaeology, Texas A&M University, 2015

B.A. | Archaeology, Bryn Mawr College, 2013

Personal

INTERESTS | Beer, biking, books, board games, video games, power metal, hiking, sports, nature documentaries

CURRENTLY PLAYING | Darksiders: Genesis, Borderlands 3, Immortals: Fenyx Rising, Heroes of the Storm, Unravel 2, Sea of Thieves, Deep Rock Galactic, Disco Elysium, Spiritfarer, Risk of Rain 2, Mario Kart 8, Conan: Exiles, TIME Stories