Jake Shillan (He/him)

🌐 GameMakeJake.com   **in** LinkedIn.com/in/JakeShillan

GAME PRODUCER

Highly charismatic, multi-disciplined game producer with 5+ year background in film, television, and stage entertainment. Ensuring the day is streamlined, collaborative, and on task to building something incredible.

EXPERIENCE

Guildhall Studios
Narrative Systems Designer
2020 - 2021

BuzzFeed Video
Creative Producer
2018 - 2019

Sanguinet Films
Co-Founder & Producer
2016 - 2018

Sony Television
Post-Production Assistant
2013 - 2015

SKILLS

PROJECT MANAGEMENT
PSM1 Certified
Agile/Sprint Framework
Uplifting Charisma
Practiced Empathy

SOFTWARE
JIRA	Perforce
Unity ‖ C#	Maya
MS Office Suite	G-Suite
Adobe Premiere	

BONUS XP
BuzzFeed vids with 2mm+ views
Featured at DreamHack Beyond

PROFESSIONAL PILLARS

PROJECT LEADERSHIP

- Co-founded television, film, and stage company *Sanguinet Films,* and oversaw development of treatments, production scheduling, content development, and post-production
- **Led teams of 10+ cross-disciplinary members** through full production cycles for 50+ projects spanning film, television, stage, and games with budgets up to $125K
- **Devised project roadmaps** that included completion dates of various components, consistent build releases, and meeting deliverables. Applied feedback to **re-scope & trim production**
- **Evaluated workflows to remove roadblocks** and create efficient pipelines
- Prioritized taskboards for **urgency, goal clarification, and time management**
- Advocated for flat hierarchy to create an equitable & empowering environment

IMPLEMENTATION

- Built processes and pipelines for efficient script implementation, culminating in a **100+ page technical document for future app authors**
- Reviewed & implemented 75+ modular narrative scripts for grammar, context, and logic on a choose-your-own-adventure boardgame app
- Maintained a database of **20,000+ strings and 40+ character entities**
- **Built processes and pipelines** for internal QA & app development
- **Provided consistent, detailed technical feedback** in collaboration with engineering team

COMMUNICATION & COLLABORATION

- **Utilized servant leadership, empowerment, and reciprocal feedback** to ensure team members understood their value & received proper role support
- Ambassador of proprietary software; **on-boarded new users, updated stakeholders, coordinated with direct reports**
- Presented public, 'state-of-the-game' devlogs every sprint to an audience of peers & leadership

EDUCATION

Academy of Interactive Entertainment
Game Design & Production; 2021