

Xiao Han, CSM

Game Producer

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Skills

Certifications

Certified Scrum Master

Applicable Skills

Agile, Scrum, Project Management, Playtesting Management, Game Design

Development Software

Jira, Trello, GSuite, Unity, Perforce, Git, Maya, Substance Painter

Education

Master of Entertainment Technology

Carnegie Mellon University

Sept 2021 – May 2023

Bachelor of Arts in Theatre Arts & Political Science

University of Pittsburgh

May 2015 – Dec 2020

Work Experience

Associate Producer

Mega Cat Studios

Jul 2023 – Present

Pittsburgh, PA

- Established & coordinate 3 subteams of 10 people for daily standups and task management
- Bridge communication between US- and Philippine-based teams across design, art, and engineering departments on an unannounced horror game
- Assess cost and time for new features under a tight timeline for release
- Lead contract development, voice actor liaison
- Accountable for process and quality to ensure a cohesive gameplay experience

Game Design Student Associate

The Sphere, Madison Square Garden

May 2022 – Aug 2022

Burbank, CA

- Developed a proof of concept for a large-scale multiplayer game designed for the MSG Sphere in Unreal
- Coordinated with Designers and Engineers to set up and run playtests
- Designed the tutorial and narrative script for the experience
- Implemented haptic feedback for mobile platforms in Unreal

Projects

Producer

TerrARium

Jan 2023 – May 2023

Led a team of 5 to build a Mixed Reality experience aiming to help people overcome social anxiety using Quest Pro. Managed phased releases and deliverables using Agile.

Narrative Designer

Building Blox

Sept 2022– Dec 2022

Client: Roblox

Commissioned by Roblox Education to create a digital platform for high school students to write creatively and design branching narratives.

Producer & Artist

COLORIZE

Jan 2022– May 2022

Client: West Liberty University

Shipped 4 toy kits created to engage kids aged K-2 to learn about light color mixing. Planned and tracked milestones using Agile methodology. Ran daily standups and meetings with the team, faculty, and client.