



Evan Alley

Games Producer

portfolio www.alley.place
email evan@alley.place
phone (660)621-1724

EDUCATION

University of Utah Bachelor of Science in Games
Minor in Computer Science
Minor in English

HONORS

Boy Scouts of America Eagle Scout 2018
Dean's List Recipient 2019-2023
University of Utah Marching Band 2019-2023

PRODUCTION EXPERIENCE

Syke Infinite Digital Monkeys Design Producer 08/2023 - 05/2024

CONTRIBUTIONS:

- » Led a seven-person design team within a dynamic 31-person game studio on the development of an innovative first-person adventure puzzle game from prototyping to release
- » Strategically managed tasks and tracked dependencies to facilitate cross-disciplinary alignment
- » Partnered with internal and external stakeholders to establish realistic design scope within set timelines, milestones and expectations
- » Monitored development velocity and updated leadership with design roadmaps
- » Established sprint goals in alignment with production team to ensure project milestones were met
- » Facilitated seamless cross-discipline communication, fostering a collaborative environment
- » Maintained a structured team Miro board for efficient project organization and overall design alignment

Skateboard Ninja Team Ninja Design Producer 08/2022 - 12/2022

CONTRIBUTIONS:

- » Led a six-person multidisciplinary team in delivering a 2.5D momentum-based platforming game
- » Proposed and implemented production pipelines to streamline communication and development processes
- » Oversaw version control and verified asset compatibility in collaboration with art and engineering
- » Organized, scheduled and led team meetings throughout the project's lifespan
- » Enforced a cohesive vision for gameplay and aesthetics, contributing to a unified and engaging user experience

WORK HISTORY

Oasis Games 11/2021 - Present

DUTIES:

- » Perform front-facing retail and customer service duties at a Wizards Premium Network Game Store.
- » Run community events including (but not limited to) convention booths, Regional Championship Qualifiers, Build-a-Commander, and draft tournaments
- » Answer ruling questions for Magic: The Gathering and other tabletop games
- » Maintain, input, and pull from an extensive trading card inventory across multiple storefronts

Midwest Autoworx 02/2018 - 07/2019

DUTIES:

- » Assist with business operations including book-keeping, accounting, and parts acquisition
- » Perform front-facing customer service, including creating appointments, shuttling customers to and from the business
- » Perform maintenance and repairs including oil changes, body work, brake swaps, tire rotations, and engine work

HARD SKILLS

- » Graphic documentation
- » Java and C++ Programming
- » Unreal Engine blueprinting
- » Niagara VFX systems
- » HackNPlan production
- » Miro board production
- » Adobe Creative Suite
- » Microsoft and Google Suites

SOFT SKILLS

- » Agile and Waterfall production
- » Big-picture mindset
- » Cross-discipline communication
- » Rapid feedback integration
- » Precise written communication
- » Out-of-the box observation
- » Quick to ask questions