



EVAN ALLEY

portfolio

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EXPERIENCE

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

- » Lead a seven-person design team within a 31-person studio in delivering a unique first-person adventure puzzle game from prototyping to release
- » Strategically manage tasks and track dependencies to facilitate cross-disciplinary alignment
- » Partner with internal and external stakeholders to establish realistic design scope within set timelines, milestones and expectations
- » Monitor development velocity and update leadership with design roadmaps
- » Establish sprint goals in alignment with production team to ensure project milestones are achieved
- » Facilitate seamless cross-discipline communication, fostering a collaborative environment
- » Maintain a structured team Miro board for efficient project organization and overall design alignment

Lead Producer Skateboard Ninja Team 01/2022 - 06/2022

- » Lead a six-person, fully remote, multidisciplinary team in delivering a 2.5D momentum platforming game
- » Propose and implement production pipelines to streamline communication and development processes
- » Enforce version control and verify asset compatibility in collaboration with art and engineering
- » Organize, schedule and lead team meetings throughout the project's lifespan
- » Promote a cohesive vision for gameplay and aesthetics, contributing to a more engaging user experience

Software Engineer Theatour Team 08/2022 - 12/2022

- » Own software development in an eight-person multidisciplinary team delivering a 3D location-based education game
- » Support the engineering team in delivering a cohesive gameplay experience
- » Collaborate with writers, artists, and designers to create developer-friendly tools and software solutions
- » Research and perform cost/benefit analysis on potential Unity plugins to facilitate rapid, low-cost development
- » Develop novel Google Maps API integrations using C# for a Unity-based mobile application

WORK HISTORY

Oasis Games 11/2021 - Present

- » Lead various community events including convention booths, regional championship qualifiers, and other external partner events
- » Maintain, input, and ship from an extensive trading card inventory across multiple storefronts
- » Perform front-facing retail and customer service duties at a Wizards Premium Network Game Store

Midwest Autoworx 02/2018 - 07/2019

- » Assist with business operations including book-keeping, accounting, and parts acquisition
- » Perform front-facing customer service, including creating appointments and shuttling customers
- » Perform a variety of vehicle maintenance and repair tasks including oil changes, body work, brake swaps, tire rotations, and engine work

EDUCATION

University of Utah Spring 2024

- » Bachelor of Science in Games
- » Minor in Computer Science
- » Minor in English

HARD SKILLS

- » HackNPlan production
- » Miro board production
- » UE Blueprinting Proficiency
- » Niagara VFX Proficiency
- » Adobe Creative Suite
- » Microsoft and Google Suites
- » Graphic design
- » Java and C++ Programming

SOFT SKILLS

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