

# WENLEY SHEN

Game Producer

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www.wenleyshen.com

wenley.itch.io

## Skills

### Production

Agile (Scrum & Kanban)

Waterfall

Leadership

Quality Assurance

### Software & Tools

JIRA

Excel

Unity

Confluence

Perforce

Github

Adobe Suite

## Education

### Rhode Island School of Design

BFA Illustration 2018

Providence, Rhode Island

### Brown University

Programming and Game Design classes

Providence, Rhode Island

## Experience

### Producer

#### ***So Good Games***

March 2019 – Present | Remote

- Oversee process and communication for a remote 6-person game development team.
- Coordinate weekly meetings, take notes, and distribute action items.

### Live Ops QA Tester

#### ***WB Games Boston***

Apr 2019 – Present | Boston, Massachusetts

- Address areas of risk based on outgoing builds, upcoming events, and new features.
- Construct test plans to organize collaboration between internal and external QA testers.

### Production Intern

#### ***High 5 Games***

Jun – Aug 2018 | New York, New York

- Managed process, goals, and schedule for two independent game projects.
- Tracked and communicated project status to stakeholders and directors.

### Student Game Design Lead

#### ***Brown/RISD Game Developers***

Sept 2015 – May 2018 | Providence, Rhode Island

- Directed schedule, process, and direction for a 70-member student organization.
- Organized meetings, new initiatives, community events, and social media marketing.

### Lead Artist Intern

#### ***MassDiGI***

May – Aug 2017 | Worcester, Massachusetts

- Developed asset production and animation process.
- Maintained a clear and unified artistic direction through an iterative concepting process.