

# Wenley Shen

Producer

shenwenley@gmail.com

www.wenleyshen.com

wenley.itch.io

## Skills

### Production

Agile, Scrum, Kanban, Waterfall, JIRA,  
Confluence, Excel

### Misc

Unity, Illustration, Game Design

## Education

### Rhode Island School of Design

Providence, Rhode Island

*BFA Illustration 2018*

## Games

**Peach Vodka** | PC, Mac, Android | 2019

So Good Games

**Game of Thrones: Conquest** | iOS, Android | 2017

Warner Brothers Games Boston

**Unannounced Mobile Slots Game** | 2019

High 5 Games

**Hot Pot** | PC, Mac | 2019

Independent Student Project

**Granny & Squirtsworth** | PC, Mac | 2019

Brown/RISD Game Developers

**Make a Treehouse** | Web | 2019

ABCya.com

**Raise the Bass** | iOS, Android | 2019

Massachusetts Digital Games Institute

## Experience

### Producer

#### So Good Games

March 2019 — Present | Remote

- Handle project planning and management for a team of 5 independent developers with full-time jobs.
- Organize remote meetings across international time zones, take notes, and distribute action items.
- Design mechanics, illustrate assets, and write dialogue.

### Live Ops QA Tester

#### Warner Brothers Games Boston

Apr 2019 — Present | Boston, Massachusetts

- Test upcoming events and features for AAA mobile game Game of Thrones: Conquest.
- Communicate with all departments to identify and escalate critical bugs that impact player experience.
- Write test plans to facilitate collaboration between internal and external teams.
- Program automated test cases in C#.

### Technical Production Artist Intern

#### High 5 Games

Jun — Aug 2018 | New York, New York

- Defined the program's goals and organized 13 interns into two independent game development teams.
- Tracked tasks and planned sprints for development of a mobile casino game.
- Balanced workload for 7 developers with commitments to multiple projects.
- Coordinated meetings and to report progress to directors.

### Game Design and Art Lead

#### Brown/RISD Game Developers

Sept 2015 — May 2018 | Providence, Rhode Island

- Managed a game development organization of 80+ students from Brown University and RISD.
- Prioritized tasks and drove milestones for an 18 person team.
- Taught new developers through lectures on core skills in art, design, and engineering.
- Coordinated with students from the Berklee College of Music to collaborate on audio for BRGD's games.
- Extended our resources to support local Rhode Island developers.
- Organized guest speaker panels, showcases, and public playtest sessions.