

Anthony Pollos

Game Producer

pollosbro@gmail.com | <https://apollos.journoportfolio.com/> | (815)-715-9942 |
<https://www.linkedin.com/in/anthonypollos/>

EXPERIENCE

- **Producer - Grimstone Valley** August 2023 - August 2024
 - Leading and producing Bradley University's Graduate Program game
 - Small, 7 person team utilizing agile and kanban development practices
 - Assigning tasks, triaging tasks, updating Jira, setting goals, publishing the project on Steam
- **Production Intern - Volition Games** May 2023 - August 2023
 - Working with Producers and Project Managers on unreleased projects and Saints Row (2022)
 - Organizing and leading team meetings
 - Creating and maintaining sprints in agile development
 - Using Jira and Confluence to keep track of tasks and documentation
- **Lead Producer - Wicked Wizards** August 2022 - May 2023
 - Bradley University's Senior Capstone Game Project
 - Working with 38 other students in Scrum in order to deliver the expected product for each milestone
 - Assigning leads and teams, finalize design decisions, keep the project in scope, managing Jira

EDUCATION

- MS in Game Design and Development**, Bradley University, Peoria, IL August 2023 - August 2024
- BS in Game Design**, Bradley University, Peoria, IL August 2019 - May 2023

SKILLS

Jira

Confluence

Perforce (P4V)

Unity 3D/2D

Unreal Engine 5

Github Repository

C#

Microsoft Office

Trello

Miro

LEADERSHIP AND INVOLVEMENT

- **Esports and Coaching** August 2019 - Current
 - Years in different games and their esport scenes
 - Experience in international tournament environments and working with players of other languages
 - Experience in coaching and leading teams
- **Theatre and Performing Arts** August 2019 - May 2023
 - Former President of Bradley University's BBQ Kitten Improv Troupe (2022-2023)
 - Speaking in front of small and large groups of people whether scripted or improvisational
 - Able to clearly express my thoughts and feelings through actions and words