

ANTHONY POLLOS

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SUMMARY

Game producer with 4+ years of experience driving cross-discipline alignment, removing blockers, and ensuring predictable delivery. Skilled in Agile methods and Jira/Confluence workflows, with a background streamlining pipelines and clarifying technical dependencies to support sustainable team practices.

EXPERIENCE

Grimstone Valley, Producer

Aug 2023 - Aug 2024

- Managed a 7-person team over the course of 12 months using agile and kanban development practices to ensure timely project delivery as part of Bradley University's Game Development Graduate program.
- Enhanced team productivity and project tracking by assigning and triaging tasks, creating and maintaining Jira Sprint and Kanban boards, organizing A/B tests, and setting goals across disciplines.
- Configured Jira workflows and dashboards to streamline task tracking and improve reporting accuracy.
- Successfully published the project on Steam, working with all members of the team to set goals and expectations for that release, achieving over 12,000 downloads.

Volition Games, Production Intern

May 2023 - Aug 2023

- Collaborated with Producers and Project Managers in Jira using Kanban and Sprint boards on unreleased projects and Saints Row (2022), ensuring alignment with project goals and timelines from stakeholders and the development team.
- Coordinated with cross-discipline teams to refine Jira workflows and documentation practices, improving clarity of technical dependencies and reducing blockers.
- Created and maintained sprints in agile development, utilizing Jira dashboards and Confluence to track tasks and documentation, ensuring timely completion of project milestones.

Wicked Wizards, Lead Producer

Aug 2022 - May 2023

- Directed a 38-person team using Scrum, delivering all milestones on time and within scope through strong leadership and project management.
- Managed Jira task tracking and scope decisions to maintain efficient workflows and deliver a high-quality final product.

SKILLS

Agile/Scrum • Jira • Confluence • Production pipelines • Perforce • Unity • Unreal Engine 5 • C# • GitHub

EDUCATION

Bradley University — MS Game Design and Development

Bradley University — BS Game Design