

ANTHONY POLLOS

pollosbro@gmail.com • (815)-715-9942 • apollos.journoportfolio.com • www.linkedin.com/in/anthonypollos

SUMMARY

Experienced game producer with 4 years in agile development and project management. Proven track record in leading teams, managing sprints, and delivering high-quality projects on time. Skilled in Jira, Confluence, and Scrum methodologies.

EDUCATION

Bradley University – MS Game Design and Development

Bradley University – BS Game Design

EXPERIENCE

Grimstone Valley, Producer

Aug 2023 - Aug 2024

- Led and produced Bradley University's Graduate Program game, managing a 7-person team using agile and kanban development practices to ensure timely project delivery.
- Enhanced team productivity and project tracking by assigning & triaging tasks, updating Jira, organizing A/B tests, and setting goals.
- Successfully published the project on Steam, working with all members of the team to set goals and expectations for that release.

Volition Games, Production Intern

May 2023 - Aug 2023

- Collaborated with Producers and Project Managers on unreleased projects and Saints Row (2022), ensuring alignment with project goals and timelines.
- Organized and led team meetings, fostering a productive and communicative working environment.
- Created and maintained sprints in agile development, utilizing Jira and Confluence to track tasks and documentation, ensuring timely completion of project milestones.

Wicked Wizards, Lead Producer

Aug 2022 - May 2023

- Led a team of 38 students in Scrum, successfully delivering all project milestones on time and within scope, demonstrating strong project management skills.
- Managed Jira for task assignment and tracking, ensuring efficient workflow and timely completion of tasks, improving team productivity.
- Finalized design decisions and kept the project in scope, resulting in a high-quality product that met all expectations laid out by the team.

SKILLS

Jira • Confluence • Perforce (P4V) • Microsoft Office • Trello • Miro • Unity • Unreal Engine 5 • Github Repository • C#