

Aditya Patil

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WORK EXPERIENCE

Brightline Interactive

Remote

Production Intern

June 2022 - Present

- Created project documentation - Including product roadmap, product flow, schedule planning, identified roadblocks & helped finding solutions. Maintained development task board and bug tracking with Asana.
- Assisted Senior Producers and Product Owners to create milestones and set up sprint plans for the Internal development team and three third-party vendor teams for outsourcing development.
- Coordinated development for Live Operations – kiosk seasonal updates and analytics.
- Produced a VR-as-a-Service Multi-user training simulation and released a demo at IITSEC Nov 2022.

Freelancer (Self-Employed)

Remote

Mobile Game Developer

Jan 2021 – Aug 2021

- Collaborated with client in requirement gathering, designing, and building an Educational Mobile game.
- Recruited and directly managed a Graphics Artist to fulfill client's art requirements.

IDZ Digital Pvt. Ltd.

Mumbai

Mobile Game Developer

Jan 2020 – Dec 2020

- Collaborated with a multidisciplinary team and published five hyper-casual games on Google Play store.

PROJECT EXPERIENCE

The Pact (Capstone Game Project)

Rochester, NY

Game Producer, Programmer & Team-Liaison

June 2022 - Present

- Created Product milestones, and sprint plans, and implemented regular QA testing cycles using Jira.
- Sole process owner for five core team members and multiple external artists like Concept, Sound, Voice-Over artists, and a Music Composer. Built a pipeline for fostering cross-collaboration.
- Identified scope risks with development features & turnaround time from external artists, by compiling a week-by-week roadmap and thus established prioritization & backup plans for asset creation.
- Developed Game systems for handling UI/UX and game-loop mechanics in UE5.

RIT Tiger's Tale

Remote

Game Producer

June 2022 - Aug 2022

- Spearheaded production of a Geo-Location AR Mobile Game for educating students and family about Rochester's history using Unity, Google AR Core and MapBox SDK.
- Led a team of six developers, two 3D artists, one Concept artist, and one narrative designer.
- Designed a product roadmap, directed UI/UX design updates, translated stakeholder requirements to the product backlog, scheduled Sprint plans, and organization of assets using Trello and Google Workspace.
- Assigned an Assistant Producer and delegated them to run standups and technical developers.

CERTIFICATIONS

- **Certified ScrumMaster® - Scrum Alliance**
- **Project Management Essentials Certified 2023 - Management & Strategy Institute**

TOOLS

- Jira, Unreal Engine 5, Unity, Perforce, Git, Discord, Google Workspace, Figma, Asana, Trello, Microsoft Office, Slite, Slack, Adobe Photoshop, SQL

EDUCATION

Rochester Institute of Technology

Rochester, NY

Master's in Game Design and Development

August 2021 - May 2023

- GPA: 3.97