

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, resolved technical spikes, and risk mitigation. Maintained development task board with Asana.
- Worked with Senior Producer and Product Owners to create milestones, set up sprint plans for Internal development team and three third-party vendor teams for outsourcing development.
- Experience with VR-as-a-Service Multi-user training simulation released 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 for Kids for Android platform.
- Hired and directly managed a Graphics Artist for fulfilling art requirements from clients.

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 testing cycles using Jira.
- Sole process-owner for five core team members and multiple external artists like Concept, Sound, Voice-Over artists and Music Composer. Built a pipeline for fostering cross-collaboration.
- Assessed Risks during development phase and established efficient solutions.
- Developed Game systems for handling UI/UX and game-loop mechanics in UE5.

RIT Tiger's Tale

Remote

Game Producer

June 2022 - Aug 2022

- Experience with 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, 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

EDUCATION

Rochester Institute of Technology

Rochester, NY

Masters in Game Design and Development

August 2021 - May 2023

- GPA: 3.97