

# Donovan Garcia-Buckler

Game Producer/ Project Manager

**Education**- Champlain College, Burlington VT  
3.88 GPA

## Contact

(802) 881-2325  
dgarciabuckler@gmail.com  
[donovangarciabuckler.com](http://donovangarciabuckler.com)  
[donovangarciabuckler/linkedin](https://www.linkedin.com/in/donovangarciabuckler/)

## Technology Skills

Task Management Software (including, JIRA, Redmine, Salesforce, and Trello), Confluence, Steamworks, Microsoft Suite, Google Suite, Adobe Creative cloud (Photoshop, Illustrator, and Premier Pro).

## Expertise

Agile development, team-building, Scrum certified/ Scrummaster, project prioritization/ planning tasks, management/ documentation, interdisciplinary team communication, publishing, contractor management.

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## Work Experience

### [Insomniac Games](#) – Associate Project Manager Jun. 2022 – Present

*Remote, VT.* Anticipated and communicated production blockers and scheduling overruns through effective analysis and presentation of measurable data. Logged, reviewed, and re-prioritized tasks and bugs in partnership with assigned department leadership each week to balance developer wellness with game excellence.

### [Rad Magpie](#) – Associate Producer Intern. May 2021 – Aug. 2021

*Burlington, VT.* Acted as Lead producer for a team of nine, fostering growth and development of multiple young developers. Increased exposure for the studio by supporting the organization of a large-scale fundraiser stream.

### [Champlain College](#) – Game Production Management Tutor. Mar. 2021 – May 2022

*Burlington, VT.* Tutored students in Project Management software and how to use it to track task velocity and project development. Provided actionable solutions to help mediate team conflict or team dynamics.

### [Emergent Media Center](#) – Producer. Oct. 2020 – Feb. 2021

*Burlington, VT.* Mentored Internship students in Scrum methodologies, collaborated using design-thinking methodology, and facilitated collaboration in a virtual space to deliver presentations to clients.

## Game Projects

### [Marvel's Spider-Man 2](#) – Associate Project Manager

AAA Game Project- Jun. 21st, 2022 – Present.

### [Project Nautilus](#) – Co Producer/Scrum Master/Publishing Support

Student Game Team Project- Aug. 30, 2021 – May 6, 2022.

22 Person Team (2 producers, 3 designers, 5 artists, 5 programmers, 4 writers, 2 sound designers, and 1 QA manager).

### [Modbots](#) – Publishing Lead/Associate Producer

EARTHBREAK GAMES LLC. May 16th, 2021 – Sep. 10th, 2021.

16 person team (3 producers, 4 programmers, 4 designers, 5 artists).