

Donovan Garcia-Buckler

Game Producer/ Project Manager

Education- Champlain College, Burlington VT
3.88 GPA

Contact

(802) 881-2325
dgarciabuckler@gmail.com
donovangarciabuckler.com
donovangarciabuckler/linkedin

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.

Work Experience

[Insomniac Games](#) – Associate Project Manager Jun. 2022 – Oct. 2023

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 – Oct 27th, 2022.

[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).