

Donovan Garcia-Buckler

Game Producer/ Project Manager

Education- Champlain College, Burlington VT 2018-2022
3.8 GPA

Contact

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Technology Skills

Task Management (including, JIRA Redmine, Salesforce, and Trello), Steamworks, Google Suite, GIT, 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, FXT Jun. 2022 – Present

Remote, VT. Collaborated with project managers in anticipating scheduling overruns through effective analysis and presentation of measurable data; communicating status to project manager. Used JIRA to participate in the logging, review, and re-prioritization of tasks and bugs alongside assigned department lead each week.

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

Burlington, VT. Position included Lead producer for a team of nine, working to help foster growth and development of young developers. Helped to increase 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, FXT

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).