

Donovan Garcia-Buckler

Game Producer/ Project Manager

Education- Champlain College, Burlington VT
[Bachelor of Science Game Production Management](#)

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

[BETA Technologies](#) – Quality Control Inspector - Structures. Mar. 2026 – Present

South Burlington, VT. Responsible for inspections to aerospace components and pieces to ensure proper assembly and craftsmanship, as defined by company and industry safety standards.

[Almartin Volvo Cars](#) – Inventory Coordinator Feb. 2024 – Mar. 2026

Shelburne, VT. Accountable for inventory intake and assessment in the company merchandising pipeline. Coordinated with external vendors and in house departments to prepare inventory for final merchandising steps. Conducted marketing measures to increase product visibility and adhere to brand standards and guidelines. Managed daily operations of a 250-space parking lot, ensuring optimal utilization and customer flow. Spearheaded inventory maintenance protocols to ensure quality of inventory.

[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. Coordinated Design, Technical Animation and Narrative teams specifically.

[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.

Game Projects

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

AAA Game Project- Jun. 21st, 2022 – Oct 27th, 2023.

300+ Person Team, Managed Design Team (31 Members), Technical Animation(Rigging) Team (14 Members), Narrative Team (9 Members)

[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).

Contact

(802) 881-2325

dgarciabuckler@gmail.com

donovangarciabuckler.com

[donovangarciabuckler/linkedin](https://www.linkedin.com/in/donovangarciabuckler/)