

Donovan Garcia-Buckler

Game Producer/ Project Manager

Education- Champlain College, Burlington VT

3.88 GPA

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

[Almartin Volvo](#) – Inventory Coordinator Feb. 2024 – Present

Burlington, VT. Received vehicles and assessed necessary services needed to prepare inventory for merchandising. Prioritized services for inventory to adhere to stakeholder timelines. Tracked and communicated the progress of inventory to multiple departments to ensure a smooth transition through the merchandising pipeline.

[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.

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

Burlington, VT. Tutored students in Project Management software to track task velocity and project development. Provided actionable solutions to help mediate team conflict or team dynamics. Mentored on sustainable team practices and balance of well being on teams.

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

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