

Guilherme Bandini Rosolia

Game Producer

RELEVANT EXPERIENCE

PRODUCER | MODUS STUDIOS BRAZIL | JAN 2023 - DEC 2023

Delivered 3 characters in 11 months for Them's Fightin' Herds Season Pass.

GAME DESIGNER | WILDLIFE | 2021 - 2022

Designed 200+ playable ads for 11 titles for mobile games marketing.

PRODUCER | LOUD NOISES | 2020 - 2021

Coordinated development aligned with scope goals and features.

PRODUCER | ARMOR GAMES STUDIOS | 2018 - 2020

Project Management & Milestone Delivery on PC games.

PROJECT MANAGER | STICKY RICE GAMES | 2017 - 2018

Copywriting and business relation with Brazilian online retailers.

TOOLS

Clickup | Trello (Task Tracking)
Scrum | Agile | Waterfall
G Suite
Unity
Adobe Creative Suite

EDUCATION

POST-GRADUATE IN GAME DESIGN & PRODUCTION

George Brown College | 2017

BACHELOR IN GAME DESIGN & PRODUCTION

Anhembi Morumbi University | 2015

CONTACT

+55 11 99315-3424
guiga.bandini@gmail.com
São Paulo, SP - Brazil

Summary

Game Producer with 5+ years experience in project management and production. Champion of team-first mindset, inter-department communication, and obliterating obstacles.

Bilingual (Portuguese and English), Remote preferred, Open to relocation

CORE PILLARS

Project Management

- **Led remote and in-person development teams** (2-12) through all phases of production with internationally-based companies.
- Producer on **7 shipped games**, 3 unpublished/cancelled for PC and Mobile international markets.
- Improved documentation, reducing confusion across departments and improving quality output for playable ads at Wildlife Studios.
- Oversaw and **defined development paths, schedules, scope** in coordination with internal and external stakeholders.
- **Gathered metrics from Clickup to visualize team progress** towards deliverable dates, informing creative decisions for stakeholders.
- Identified gaps and bottlenecks in order to allow for smooth communication and feedback between development teams and project leads.

Production Cycle

- **Certified Professional Scrum Master from Scrum.org (PSM I)**
- **Facilitated SCRUM rituals** (daily stand-up, sprint review, sprint planning, etc.)
- Established clear communication and documentation between design, art, sound and programming to strengthen lead vision. **Ensured stakeholder needs are met and vision upheld.**
- Researched, documented, and assessed **design solutions** for all facets of the project from core loop to audiovisual direction.

Communication and Collaboration

- Improved processes and opened new channels of communication between Creation and Development departments at Wildlife Studios.
- **Improved transparency** across projects at Wildlife Studios to ensure **creative vision** was clear for developers on all levels.
- **Proven track record of delivering milestones** on time and on budget.
- **Primary point of contact** for client communications, developed work briefs, and identified priorities.
- Established **strong relationships and frequent communication** with internal teams (Marketing, Social, Art, Design, Programming, Narrative, Audio, Q&A)
- Renegotiated milestones and deadlines with clients to **ensure team health** is balanced with additional expectations.
- Fluent in Brazilian Portuguese and English.