

Reed DEVANY

TECHNICAL PROGRAM MANAGER



Email

reeddevany@gmail.com



Website

reeddevany.com



LinkedIn

<https://www.linkedin.com/in/reeddevany/>

ABOUT REED

An historian of science turned high-performance computing executive turned game producer and TPM. A proud practitioner of **vulnerable servant leadership** who has shipped three titles and prioritizes a team culture of **mutual respect, universal kindness, and collective enthusiasm**.

EMPLOYMENT HISTORY

Technical Program Manager Nov 2024 - Present Rec Room

- TPM for the company's 25-person server org supporting a multiplatform, massive online social creation game and platform.
- Lead cross-team initiatives to improve testing and weekly client shipments.
- Author & track quarterly OKRs w/ Server Leads
- Present biweekly updates to executives and at company all-hands meetings.
- Negotiate deliverable schedules across multiple teams and embedded efforts.
- Create and maintain Slack/G-Suite bots to allocate requests for Server Devs.

Vice President of Operations Jan 2014 - Jul 2022 Data Vortex Technologies

- Company POC with outsourced manufacturing and software developer partners.
- Delivered HPC systems to U.S. DOE & DOD labs.
- Led R&D efforts in next generation network consensus and graph analytics solutions.
- Managed simultaneous, collaborative software and hardware projects across numerous international orgs (incl. Ireland, China, & India)
- Represented the company's IP in meetings with Fortune 500 execs & Gov't program directors.

EDUCATION

SMU Guildhall (2022-2024)

Master of Interactive Technology

- Production Specialization (Level Design Minor)
- Faculty Honors Thesis Recipient

University of Texas at Austin (2012-2014)

Bachelor of Arts

- History Major (Classical Civilization Minor)

SHIPPED GAME TITLES

Co-Producer Jun 2023 - Dec 2023 Asurya's Embers (SMU Guildhall) | UE5.3 | 24-Person Team

- First-person, bow & arrow shooter ([Now on Steam](#) and [Epic Game Store!](#))
- Owned Agile product backlog and bug board for cross-functional engineering, systems, and UI/UX teams on Jira across multiple milestones.
- Ran daily stand-ups with sub-teams and milestone review meetings with stakeholders.
- Distilled expert stakeholder and target user feedback into actionable deliverables.
- Coordinated outsourced performers and capture sessions (musicians, voice actors, and sound).

Lead Producer Jan 2023 - May 2023 SeaFeud (SMU Guildhall) | UE5.2 | 48-Person Team

- Underwater arcade racer for PC ([Now on Steam!](#))
- Authored milestone delivery documentation & risk mitigation plans; ensured timely deliverables.
- Oversaw execution of design vision through final product via day-to-day discussions with engineering, animation, UI/UX, and design teams.
- Owned the product backlog and crafted team rituals, including daily stand-ups and layouts.
- Maintained Confluence documents for the entire project and cleared team blockers.

Mentoring/Coaching Producer Jan 2024 - May 2024 Festival (SMU Guildhall) | UE5.3 | 46-Person Team

- Carnival-themed arcade PC racer ([Now on Steam!](#))
- Mentored the Lead Producer and Game Designer, establishing team norms and backlog system.
- Migrated the Product and Features Backlog to alternate project management software suites.
- Assisted in building team norms, rituals, and blocker-clearing procedures.

SKILLS

- Agile/Spiral Product Development Methodologies
- Project Management Tools & Software
- Start-to-Finish Risk Mitigation
- Cross-Functional & Cross-Org Leadership
- Microsoft Office Suite (Including Excel Certification)
- Intra- and Inter-Organizational Conflict Mediation