

# Reed DEVANY

GAME PRODUCER



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## ABOUT REED

A history major turned high performance networking executive turned game producer. 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**.

## 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 systems, features, and UI/UX teams on Jira across multiple milestones.
- Ran daily stand-ups with sub teams and milestone review meetings with stakeholders.
- Distilled expert play-tester and target user feedback actionable deliverables for all features.
- Led communications with outsourced developers (biome artists, musicians, & sound designers).

**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 art, tracks, systems, UI/UX, and design teams.
- Owned the product backlog and crafted team rituals, including daily standups and room 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, setting and creating team norms and backlog.
- Migrated the Product and Features Backlog to alternative project management software suites.
- Assisted in building team norms, rituals, and blocker clearing procedures.

## SKILLS

- Agile/Spiral Product Development Methodologies
- Project Management Tools & Software (Jira, Trello, Confluence, Monday.com & Miro)
- Start-to-Finish Risk Mitigation
- Technical Writing & Documentation Upkeep
- Cross-Functional & Cross-Org Communication
- Microsoft Office Suite (Including Excel Certification)
- Games Users Research Survey Creation & Administration (Qualtrics XM)
- Intra/Inter-Organizational Conflict Mediation

## NON-GAMING EMPLOYMENT

**Board Secretary**

Aug 2022 - Present

**Data Vortex Technologies**

- Manage company's global IP portfolio & employee contracts. (Part-time)

**Vice President of Operations & Communications Manager** Jan 2014 - Jul 2022

**Data Vortex Technologies**

- Company POC with outsourced manufacturing and software developer partners.
- Delivered HPC systems to US DOE & DOD labs.
- Led simultaneous, collaborative software and hardware projects across numerous international orgs (incl. Ireland, China, & India)
- Represented the company's IP in meetings with Fortune500 executives & federal officials.

## EDUCATION

**SMU Guildhall**

**Master of Interactive Technology**

(2022-2024), GPA: 3.86

- Production Specialization (Level Design Minor)
- Thesis: "Parsing the Paramour: How Players' Sexuality, Motivations, and UDO Influence Their Romantic Decisions in Western RPGs" (n=1,001) (Faculty Honors)

**University of Texas at Austin**

**Bachelor of Arts**

(2012-2014), GPA: 3.74

- History Major (Classical Civilization Minor)
- International study in Rome & Cambridge
- Thesis: "Denniston's 1943: A Fresh History of Cross-Atlantic Computing Cooperation during World War II"