

Reed DEVANY

GAME PRODUCER



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ABOUT REED

A history major turned high performance computing executive turned producer. A proud practitioner of **vulnerable servant leadership** who has shipped two titles and prioritizes a team culture of **mutual respect, universal kindness, and collective enthusiasm**.

GAME DEVELOPMENT EXPERIENCE

Co-Producer June 2023 - Dec 2023

Asurya's Embers (SMU Guildhall) | UE5.3 | 24-Person Team

- First-person, bow & arrow shooter for PC ([Now on Steam](#) and [Epic Game Store!](#))
- Owned product backlog for cross-functional systems teams with programming and design leads across multiple milestones.
- Production lead on voice capture, musical performances, and post-release marketing.

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 with discipline lead input.
- Oversaw timely execution of design vision to final product through coordinated discussions.
- Led game release and publishing effort.

Production RA, Game Builds Apr 2023 - Mar 2024

MathWalks iOS App (NSF Grant) | Unity | 6-Person Feature Team

- Educational Geospatial AR Game for iOS & Android
- Coordinated partner site playtest and QA visits (e.g., Dallas Zoo and Dallas Museum of Art).
- Maintained product backlog for game builds team and art asset developers.

Level Designer Sep 2022 - Dec 2022

Rebellion (SMU Guildhall) | Unity | 5-Person Team

- Side scrolling, 2D shooter for Android Tablets
- Build first two levels. Crafted & maintained the asset pipeline and project documentation.

SKILLS

- Agile/Spiral Product Development
- Project Management Software (Jira, Trello, Monday.com, & Miro)
- Start-to-Finish Risk Mitigation
- Technical Writing & Confluence Upkeep
- Conflict De-escalation
- Microsoft Office Suite (including Excel certification)
- Game User Research Survey Creation and Administration (Qualtrics)

NON-GAMING EMPLOYMENT

ISO & Board Secretary Aug 2022 - Present

Data Vortex Technologies

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

Freelance Writer Mar 2019 - Present

Reed Devany Writing

- Ongoing writing, editing, and published research for professional orgs and societies, e.g. INFORMS & IFORS. (Part-time)

Vice President of Operations Jan 2014 - Jul 2022

& Communications Manager

Data Vortex Technologies

- Represented the company's IP in meetings with Fortune500 executives & federal officials.
- Delivered HPC systems to US DOE & DOD labs.
- Led multiple, collaborative projects across numerous organizations in the software and hardware development spaces.
- Co-developed external messaging and worked with third-party vendors and ad publishers.

EDUCATION

SMU Guildhall

Master of Interactive Technology

(2022-2024), GPA: 3.84

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

University of Texas at Austin

Bachelor of Arts

(2012-2014), GPA: 3.74

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