

CAILYN STEWART

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Game Producer

Highly motivated student Game Producer seeking to leverage expertise in project management, collaboration, and quality assurance to contribute to innovative games. Passionate about fostering a creative team environment and delivering high-quality products. Eager to join a dynamic gaming studio for meaningful industry impact while currently pursuing Game Design & Virtual Simulation Diploma at Georgian College.

Relevant Skills

- **Team Leadership:** Led a 9-member team, promoting collaboration and motivation to reach project goals.
- **Project Management:** Created schedules, managed budgets, and set milestones for timely project completion.
- **Agile Methodologies:** Utilized Scrum for sprint planning, stand-ups, and backlog grooming.
- **Cross-Departmental Collaboration:** Facilitated effective communication and collaboration between programming, design/art, and sound departments to maintain project coherence and quality.
- **Quality Assurance:** Employed thorough play testing and debugging for an improved player experience.
- **Marketing:** Oversaw social media presence and promotional materials to effectively reach the target audience.
- **Knowledge of Game Design Principles:** Understanding of game design principles and mechanics, including player motivation, pacing, and balancing, to contribute meaningfully to game development discussions and decisions.
- **UI/UX Design:** Leveraged understanding of user interface (UI) and user experience (UX) design principles to guarantee a seamless and intuitive player experience, contributing to a polished final product.
- **Presentation Skills:** Demonstrated strong presentation abilities, effectively communicating project progress, proposals, and ideas to team members and external audiences, fostering engagement and understanding.
- **Software Proficiency:** C#, Unity, Jira, Github, Adobe Creative Suite, Blender, Discord, Zoom, Excel/Google Sheets

Education

Game Design & Virtual Simulation Georgian College, Barrie, ON Dean's List, 2 Semesters	Sept 2023 - Present
UX Design Pro Diploma UX Design Institute, Dublin, IR	Dec 2021 – Dec 2022
Masters of Education – Social Justice University of Toronto OISE, St. George Campus, Toronto, ON	Sept 2018 – April 2021
Bachelor of Arts – Equity Studies University of Toronto, St. George Campus, Toronto, ON	Sept 2013 – April 2018

Student Experience

Game Producer First-Year Student Project EyeCandy Studios, Barrie, ON	Sept 2023 - April 2024
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- Led and directed a diverse team of 9 individuals, including 4 Programmers, 1 Game Designer, 1 Narrative Designer, 1 Technical Artist, and 1 Sound Engineer, in developing [A Chipped Purpose](#), a pixelated 2-D RPG.
- Effectively managed project schedules, meetings, and agendas with Jira and Doodle, ensuring streamlined communication and adherence to timelines for optimal efficiency and successful project outcomes.
- Developed budgets for marketing materials, optimizing resources for impactful game showcase booths.
- Set milestone dates and checkpoints, ensuring consistent progress and high-quality development.
- Collaborated closely with programming, design/art, and sound departments, fostering effective cross-departmental communication channels and cultivating a cohesive team environment for product success.
- Managed playtesting sessions, gathering valuable feedback to refine and enhance the player experience, while closely collaborating with the game designer to ensure alignment with the overarching creative vision.
- Successfully presented at the Rise Symposium, securing one of 3 spots out of 6 game studios to showcase *A Chipped Purpose* at Level-Up Toronto, showcasing effective project representation and promotion.

Paid Internships

Remote Game Narrative Rewrite Intern

March 2024 - May 2024

Ionic Studios, Toronto, ON

- Collaborated with the creative team to integrate their vision into the narrative rewrite for *C.O.R.E: Neurolink*.
- Revised narrative script scenes to align with studio brainstorming and vision.
- Presented rewritten story iterations for feedback and conducted multiple rounds of revisions.
- Maintained regular communication with Game Producer/Gameplay Engineer for updates on rewrite progress.
- Structured rewrite to fit the existing game structure published on itch.io for the demo version.
- Created documentation outlining narrative rewrite process and outcomes.
- Received \$1400 stipend in recognition of performance and contribution.

“Cailyn has been great to work with, a hard worker, and gets tasks done extremely quickly. She was great in helping fix up our narrative for the game.”

Daniel Alnemri, Game Producer & Gameplay Engineer, Ionic Studios

Certificates

AI Hackathon, 4th Place Winning Team

April 2024

Georgian College | Henry Bernick Entrepreneurship Centre

C++ Tutorial

June 2023

Great Learning

Introduction to Programming Course: Learn HTML, CSS, Python & More

June 2023

BitDegree Learn

Python Fundamental For Beginners

June 2023

Great Learning

UI/UX Design for Augmented & Virtual Reality

Jan 2022

Udemy