Christopher Smith | Producer

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EXPERIENCE

Producer | Eciton Empire

Boston, MA | Sep 2025 - Current

- Led a 14-person development team, coordinating efforts across all disciplines to meet set milestones
- Organized weekly meetings to ensure the alignment of team direction and successful achievement of goals
- Implemented Agile Scrum methodologies to structure workflows, and allow adaptation; tracked deliverables through Jira
- Facilitated conflict resolution, addressing ideation and creative differences and workflow challenges

Lead Editor | The Road Less Travelled

Boston, MA | August 2025 - October 2025

- Conducted consistent quality assurance reviews to ensure consistent style across all media
- Oversaw version control, file organization, and final delivery standards for streamlined production pipelines
- Encouraged open dialogue and mutual feedback among editors, cultivating a supportive environment
- Acted as the primary point of contact between editors and producers, ensuring clarity and alignment

Producer, Game Designer | Perpetual Stew

Boston, MA | August 2025

- Led a 21-person development team, coordinating efforts across all disciplines to meet set milestones
- Worked closely with project heads to ensure smooth interdisciplinary communication, utilizing Trello and Microsoft Excel
- Fostered a positive and productive work environment, completing all set deliverables
- Achieved within the top 6% for Creativity in GMTK Game Jam 2025

Producer, Narrative Designer | BRUSHFIRE

Boston, MA | May 2025 - July 2025

- Led a 12-person team and coordinated cross-disciplinary collaboration between disciplines to keep milestones on schedule
- Managed weekly production check-ins to ensure accountability and progress tracking; tracked deliverables in Trello
- Directed narrative development by outlining story arcs, character dynamics, and dialogue to align with design goals
- Oversaw documentation for narrative systems, creating a shared reference for consistent storytelling

Game Designer: Systems and Mechanics | Spymasters: Headhunt

Boston, MA | Sep 2024 - Oct 2024

- Designed asymmetrical role mechanics, fostering diverse strategies while maintaining role win rates in the 45–55%
- Facilitated team sessions for design reviews, testing phases, and milestone check-ins to keep development on track
- Led design reviews and playtests (6 sessions; 30 players) and converted notes into actionable changes
- Edited and reorganized the ruleset, cutting down on rules-related support questions and speeding first-match setup -10 min.

ADDITIONAL ROLES

Community Manager | IndieCade

Boston, MA | May 2025 - Current

- Managed an intern hiring pipeline for priority roles: screened 100+ applications, advancing 15% to interview
- Served as manager for 11 interns across 5 workstreams; set weekly goals, tracked deliverables in Microsoft Excel

Conference Associate | Game Developers Conference

San Francisco, CA | Mar 2025

- Assisted in operations by monitoring sessions, scanning badges, and supporting logistics to create a smooth experience
- Provided support to thousands of attendees, answering questions and directing guests with professionalism and enthusiasm

Web Builder Intern | Posh Places Travel

Palm Beach Gardens, FL | Jun 2024 - Aug 2024

- Leveraged SEO strategies to enhance search engine visibility, optimizing content for increased website traffic
- Analyzed keyword performance and market trends to refine content strategies and maximize reach

SKILLS

Certifications: PSM I, Atlassian Agile PM, Northeastern Leveraging AI for Business, CITI Human Subjects Research

Programs and Software: Microsoft Office Suite, Google Workspace, Jira, Trello, Miro, Github, and Adobe Photoshop

EDUCATION

Northeastern University | Boston, MA

Sep 2023 - present

GPA: 3.84

Bachelor of Science in Business Administration: Game Design, Management concentration *Marketing Chair of IGDA Northeastern*

Treasurer of Composing Club