

Christopher Smith | Producer

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PROFESSIONAL SUMMARY

Producer with a proven ability to coordinate cross-disciplinary teams and guide creative projects from concept to completion. Currently serving as Marketing Chair of the International Game Developers Association Northeastern Chapter and a Conference Associate for the Game Developers Conference (2025–2026).

PROJECT EXPERIENCE

Producer | *What Remains of Me* Boston, MA | Sept 2025 - Current

- Coordinated a 12-person multidisciplinary team facing tight milestone deadlines to deliver a playable demo showcased at GDC 2026
- Maintained a 90% sprint task completion rate by introducing Agile Scrum workflows and backlog prioritization in Jira to track and prioritize development
- Established weekly standups and milestone reviews to close communication gaps between design, art, and engineering teams and increase task clarity
- Facilitated conflict resolution across the team, addressing creative differences and workflow challenges to maintain a productive development environment

Lead Editor | *The Road Less Travelled; Project Miro* Boston, MA | Aug 2025 - Current

- Implemented structured QA review processes and editorial guidelines, standardizing content quality across 20+ deliverables spanning two shipped projects
- Reduced bottlenecks by organizing version control and file management workflows, decreasing asset retrieval time for editing team
- Strengthened collaboration between editors and producers by facilitating biweekly retrospectives and serving as a central communication liaison via 1:1s
- Collaborated with localization partners to clarify narrative intent and context, ensuring dialogue accuracy across English and Filipino releases

Producer | *Perpetual Stew* Boston, MA | Aug 2025

- Led a 21-person team during a 48-hour development cycle by coordinating cross-disciplinary collaboration, resulting in a top 6% placement for Creativity out of 7,000+ entries in Game Makers' Tool Kit Game Jam 2025
- Adapted project scope and reprioritized features under severe time constraints to allow for the delivery of a polished final build
- Enabled rapid task coordination across disciplines using Trello and Miro, allowing team leads to quickly adjust priorities during development

Producer | *Brushfire* Boston, MA | May 2025 - July 2025

- Drove a 12-person team across disciplines, running weekly production check-ins and milestone tracking in Trello and keeping development on schedule for milestone delivery and shipment
- Developed a cross-discipline production roadmap and milestone calendar to address uneven development progress and reduce scheduling risk
- Improved narrative consistency by building a shared framework and documentation for story systems, reducing revision cycles between writers and designers

SKILLS

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

Programs and Software: Jira, Trello, Notion, Confluence, Miro, Microsoft Office Suite, and Google Workspace

EDUCATION

Northeastern University | Boston, MA

Bachelor of Science in Business Administration: Game Design, Management concentration

President of Bodybuilding Club, Treasurer of Composing Club

Expected Apr 2027