

## Skills

- **Production:** End-to-end Project Management · Milestone Scheduling · Scope Planning · Budget Tracking · Risk Assessment · Feature Delivery · Stakeholder Management · Interdisciplinary Team Leadership
- **Tools:** Agile (Scrum/Kanban) · Waterfall · Jira · Confluence · Notion · Slack · Google Workspace · Microsoft DevOps · Microsoft 365 · Figma · Miro · Adobe Photoshop · Unreal Engine 5 · Perforce · Git
- **Soft Skills:** Collaborative Leadership · Problem-solving · Communication · Organizational Skills · Team Culture · Adaptability · Passion for Games · Calm Under Pressure

## Experience

### **Spray & Pray - UE5 - VFS Game** | Jun 2024 - Dec 2024

Project Manager | (*Vancouver Film School - Student Project*) | Unreal Engine 5 | [Shipped on STEAM](#)

- Awarded '**Best Final Project**' at **VFS Game Design Program** for a high-fidelity FPS prototype.
- **Directed a 14-person interdisciplinary team (art, engineering, design)** through an 18-week production cycle, managing scope, milestone schedule, and cross-discipline coordination from kick-off through Steam release.
- Implemented Jira/Scrum to manage backlogs, establish dependencies, balance priorities, and track sprint velocity, **achieving a 30% lead on production timelines.**
- **Streamlined handoffs** between art and engineering, improving feature throughput by **15%** while maintaining high-fidelity quality standards.
- Conducted daily stand-ups to identify blockers, **resolving 95% of development hurdles within the same day** to maintain project momentum.

### **S.T.O.P - UE5 - iOS Mobile Game** | Sept 2025 - Present

Producer | iOS (TestFlight) (*In Development*) | Unreal Engine 5 | Mobile Game | [Github](#)

- **Owning end-to-end production roadmap** and **milestone scheduling** for a mobile development team, managing scope, resource requirements, and feature delivery from pre-production through **TestFlight.**
- **Conduct weekly risk assessments** to identify schedule slippage and reallocating resources proactively to maintain project velocity.

### **Immanuel – Interactive VR Experience** | 2018 - 2024

Production Manager | Interactive VR Experience | Meta Quest/PCVR | Unreal Engine | [Live Exhibition](#)

- **Managed full technical production** and player-experience quality for a live VR experience exhibited to 1,200+ attendees, coordinating logistics across international venues.
- Maintained zero-downtime performance in high-traffic live environments, requiring real-time problem-solving and calm under unpredictable conditions.

### **Vortex | Effects (Tehran, IR)** | 2014 - 2018 | [LINK](#)

Assistant Producer | Samsung, Nestle, Unilever

- **Coordinated production schedules** for high-profile product launches, cultivating positive working relationships as primary point of contact between client stakeholders and internal production teams across multiple concurrent projects.
- **Set clear goals** and **managed creative** and **technical milestones** for global clients, delivering on time under client-facing deadline pressure with no margin for error.

## Additional Experience

### **Bang & Olufsen (Vancouver, BC) | Sales Associate** | Sept 2025 – Present

- Manage high-touch client relationships and technical product alignment for a luxury technology brand, translating complex product details into clear, tailored recommendations for high value clients

### **RCA Lab (Vancouver, BC) | Marketing Production Coordinator** | April 2022 – Dec 2023

- Planned and executed 6 corporate events (30–50 attendees each), managing cross-functional logistics, vendor coordination, and cross-functional collaboration.

## Education

**Vancouver Film School** • Game Design *With Honours* | Vancouver, CA | 2024

**Tehran University of Art** • Bachelor Of Photography | Tehran, IR | 2014 - 2020

**Atlassian Agile Project Management Professional Certificate**