

Farnoud Fathi · Producer

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SUMMARY

Producer with 10 years across game, real-time interactive and commercial production. Shipped **4 interactive works** including a **Steam-released UE5 FPS**, currently iterating a UE5 mobile title in TestFlight. Leads cross-functional teams from pre-production through ship, owning milestone schedules, sprint ceremonies, and risk escalation while maintaining player experience quality.

SKILLS

Production End-to-End Production · Milestone Scheduling · Roadmap Development · Scope Management · Risk & Dependency Management · Cross-Functional Team Leadership · Stakeholder Communication · Quality Tracking · Documentation & Reporting

Methodology Agile (Scrum/Kanban) · Waterfall · Sprint Planning · Backlog Prioritization · Sprint Ceremonies (Planning · Stand-ups · Retros) · Team Health & Morale

Tools Jira · Confluence · Notion · Slack · Discord · Google Workspace · Microsoft 365 · Figma · Miro · ShotGrid / Flow Production Tracking (actively learning)

Technical Unreal Engine 5 (Blueprints) · Perforce · Git · Python · Jira REST API · TestFlight

EXPERIENCE

Producer | S.T.O.P. — UE5 mobile title · Remote · Sep 2025 – Present

3-person team across two time zones · iOS TestFlight

- Own the end-to-end roadmap from pre-production through TestFlight release, decomposing feature work into sprint goals, communicating risk weekly and reallocating before slippage compounds on a team where one blocked person halts a third of the project
- Iterate difficulty curves and progression systems from playtest data — validating balance changes against player retention, **increasing average playthrough time by 20%**

Producer | APED — real-time interactive studio (VR / LiDAR) · Tehran · Oct 2018 – Dec 2024

3 shipped works · cross-functional teams up to 8

- Secured project funding and directed production on **3 shipped real-time interactive works**, owning milestone schedules and cross-discipline dependencies across design, engineering, art and hardware from pre-production through ship
- Delivered a VR narrative title to **1,200+ attendees** across **3 international exhibitions** with **zero downtime**, maintaining consistent quality standards across every run while managing crew scheduling, hardware logistics and budget against immovable public dates
- Iterated interaction design between exhibitions from direct attendee observation — treating live audience data as the primary quality signal — **tripling average engagement** from under 5 minutes to over 15

Producer / Assistant Producer | Vortex Effects — advertising production · Tehran · Jan 2014 – Oct 2018

Samsung, Nestlé, Unilever

- Coordinated **4+ concurrent production schedules** for global clients as primary point of contact between client stakeholders and internal crews of **3–6**
- Managed milestones through pre-production, production and post on Waterfall delivery, shipping on time with **zero client escalations across 4 years**

PROJECTS

Spray & Pray | UE5 FPS · Shipped on Steam · VFS Capstone · Jun 2024 – Dec 2024 · **Best Final Project**

- Rolled out Jira and Scrum from scratch for a **14-person cross-functional team**, delivering **30% ahead of schedule** with **95% of blockers resolved same-day**

ProdKit | Production tooling · Python, Discord, Jira Cloud · Jun 2026 – Sep 2026

- Built an async standup bot that reads a live Jira board and writes status transitions back from Discord, **removing the need for the team to open the tracker**; added handoff verification flagging completed blockers never delivered to the waiting person

ADDITIONAL

Marketing Production Coordinator | RCA Lab · Vancouver, BC · Apr 2022 – Dec 2023

EDUCATION & CERTIFICATIONS

Game Design with Honours — Vancouver Film School, Vancouver BC · 2023 – 2024

Bachelor of Photography — Tehran University of Art, Tehran · 2014 – 2020