

Keiran Lovett, Production Manager

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SKILLS

- Multiple shipped products and projects across various roles (game designer, developer, manager).
- Leading multiple mid-size multi-disciplinary teams across various and concurrent projects.
- Communicating with and between key internal and external stakeholders to keep production running smoothly.
- Hands-on experience with various engines, editors and their workflows (**Anvil, Snowdrop, Unity, Unreal**).
- Resourceful and adaptable to changing practices in the workplace. Able to self-start and manage time effectively.
- Working understanding of game development processes (spec, design, development, and live-ops) across numerous projects.

HIGHLIGHT PROJECTS

Anvil Engine

Switch / PC / Xbox / PlayStation

Ubisofts game engine for Assassin's Creed and other AAA engines.

- **Producer**, ensuring each department is completing timely work and delivering a quality product.
- Engaging with the productions to set and maintain benchmarks and milestones.

Continued...

2022-02

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present

Production Manager

Ubisoft Games

Winnipeg, Canada

- Contributions to the following announced productions and tools: **Anvil Engine, Snowdrop Engine, Assassins Creed**, and **Rainbow Six Siege**, along with numerous unannounced & unreleased productions.
- Strategy planning within **leadership** level on studio growth and yearly objectives. Includes identifying and recruiting talent.
- Directing product vision and roadmap autonomously on established and **new initiatives** within Ubisoft's Production Technologies teams.
- Managing multiple local & remote engineering teams in their day to day responsibilities and professional growth. Coordinating directly with other Ubisoft Studios across **Canada, Sweden, and Greater China Region**.

2018-12

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2022-01

Producer

Shadow Factory, Digital design agency / game studio

Hong Kong.

- Daily activities include planning, managing, documenting and tracking project schedules and workflows, managing trade-offs and eliminating blockers. Utilizing **AGILE** methods with industry management tools (**Excel, MS Schedule, JIRA, Gitlab**).
- Engaging directly with Clients, Partners, and internal Business Development teams to produce well understood goals, project road-map, and schedules on often aggressive deadlines.
- Managing **remote engineering teams** and **contractors** across various time zones on multiple long-term projects.
- Representing studio at global conferences such as the **Taipei Game Show** and **Game Developers Conference** to establish partnerships with other game developers and publishers.

2017-11

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2018-12

Technical Director

Shadow Factory

- Establishing and implementing studio-wide production standards and guides to meet the quality and content needs of specific projects. (Project Organisation, **Continuous Integration**, etc.).
- Designing & developing within off-the-shelf and custom game development engines using object-oriented design principles across **C#, JavaScript, Swift**, and graph-based scripting (UE4's UMG/Blueprints).
- Arranging publishing process and deployment pipelines for clients and internal projects across multiple publishing platforms. (App / Play Store, Steam, Oculus).
- Designing and developing on numerous studio projects across their complete lifecycle (leading creative brainstorming, project managing, programming prototypes and production code).

Facebook Platforms Manager

Spark AR, Instagram

Managed partnership between Shadow Factory and Facebook to develop content on behalf of Facebook and clients.

- Setup internal pipeline and management practices for Facebook's Spark AR platform during its alpha release, resulting in dozens of clients and a direct partnership with Facebook.
- Maintain relationships with Facebook and related clients, directly engaging with Facebook's platform leadership in some cases.

PlatformXR

PC / MacOS

An early metaverse platform providing companies a platform to easily engage with users for events within 3D.

- Managing technical development and production needs between two studios and outside contractors.
- Lead development of real-time **multiplayer** systems (server orchestration, **liveops**, social features).

Stupid Cupid

Steam / Oculus

Released 2019, a quirky physics based action game in virtual reality.

- Design of **25 unique levels** around action and puzzle mechanics using **Unreal Blueprints**.
- Managing **Oculus** and **Steam's publishing** process to meet submission requirements.

2016-06

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2017-10

Game Developer

Lan Kwai Fong Group, Division for digital strategies in marketing.
Hong Kong

- Designing and developing various game mechanics and systems with artists and engineers across multiple projects. Resulting in 5 direct awards for the company with "LKF Play".
- Research and development of new technology and opportunities in AR, VR, and mobile platforms. (Unity, Unreal Engine).
- Writing and maintaining design documents across various games. Managing core features such as mechanics, missions, and level pitches for clients and team.

2014-06

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2022-02

Organiser and Founder

Game Dev Happy Hour

Hong Kong's largest game development industry networking event.

- Founding member and organiser.
- Hosting multiple monthly and yearly events, game jams, and network sessions.
- 250 members across 15 studios within the Greater China Region.

2014-06

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2016-03

User Interface Designer

Insight Robotics, Robotics early-warning fire detection system and software
Hong Kong

- Converting product specs to user-friendly designs through the process of wireframe and flow/logic diagram creation. (Axure, Balsamiq, Sketch, Adobe XD).
- Coordinated internal feedback tests and surveys between teams and stakeholders.
- Setup design tools pipeline development with engineering team. Developed UI functionality around core systems (JS, Angular, C#).

2012-11

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2014-05

Game Designer

Frenzoo Limited. Developer of "MeGirl" IOS / Android mobile games series.
Hong Kong

- Managed contractors to ensure project assets meet technical and artistic requirements and deadlines.
- Developing functionality and game mechanics across in-development and published game projects. (Unity)
- Organized game data for interdepartmental use. Assisted publishing with live project deployments to various platforms (App / Play Store, Steam).

EDUCATION

2011
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2015

B.F.A

Savannah College of Art and Design

- B.F.A. Major in Interactive Design and Game Development
- B.F.A Minor in Graphic Design

ADDITIONAL

2019-06

Judge, Big Indie Pitch, Pocket Game Connects

Panellist judge for the finals of Pocket Gamer Connects, Hong Kong

2019
-
2021

Sponsor & Mentor, Sheridan College

Direct yearlong mentorship offered to final year students of the game design program to tutor and lead in real-world projects.