

# Keiran Lovett

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## Ubisoft, Winnipeg, Canada

02/2022 - 11/2023

### Production Manager

- Built and led multiple cross-disciplinary teams for development of **Assassin's Creed**, **Avatar: Frontiers of Pandora**, and **Star Wars: Outlaws** with **Anvil** and **Snowdrop** game engines in collaboration with teams in studios across Ubisoft globally (China, Europe, North America).
- **Assassins Creed: Mirage** (Mobile) - Managed a strike team responsible for delivering a high quality port and technical demo of AC:Mirage on **iOS 17** within 6 months. Showcased at Apple's "Wonderlust" 2023.
- Implemented project management practices (**Agile, Scrum, Kanban**) for efficient workflows and timely, high-quality features working closely with the stakeholders to maintain their vision and quality.
- Coordinated closely with **Production, QA, and Business Development** teams in decision-making capacities to ensure visibility and insights through all stages of projects lifecycle.
- Work alongside other studio Production Managers and Studio Manager to develop overall business strategies and advise on technical progression, studio culture, and areas of improvement.

## Shadow Factory Agency, Hong Kong

11/2017 - 01/2022

### Producer

12/2018 - 01/2022

- Oversaw all aspects of products (software, games, websites, apps) from **ideation**, **market release**, and **post-launch** for international clients like Meta, Singapore Airlines, HSBC, and Vogue.
- Built strong, collaborative relationships with development partners and clients through clear **communication**, **proactive risk mitigation**, **issue resolution** using a solutions aligned mindset.
- Managed **multi-disciplinary teams** to define realistic milestone schedules, allowing us to find the best balance of quality, time, and cost, using my background and experience in design and programming.
- Public speaking across keynotes, workshops, and talks to share insight on technology, AR/VR, game development, and more. Includes **GDC 2018, Today At Apple**, Universities, to name a few.

### Technical Director

11/2017 - 12/2018

- Joining in the early stages of a startup, I implemented **Agile** amongst other methods for tracking projects along with **version control / continuous deployment tools** to help effectively scale production.
- Oversaw all technical aspects of projects and production, aligning them with long-term strategic objectives to keep the agency competitive, meet client needs, and grow the studio.
- **Interview and recruit** new candidates for technical roles and provide **mentorship** to Individual Contributors to support growth from <10 to 50+ headcount in 6 months.
- Hands on development of products using **Unity, Unreal Engine**, and proprietary software.
- Directly managed a partnership with Meta to develop content for the **SparkAR** platform, resulting in dozens of new clients and a direct partnership with Meta including advisory discussions with Mark Zuckerberg & leadership team on emerging concepts and trends in AR and VR.

## Lan Kwai Fong Group, Hong Kong

06/2016 - 10/2017

### Game Developer

- Led creative design and development of **iOS/Android** game "**LKF Play**" which resulted in multiple marketing and design awards for the Lan Kwai Fong Group.
- Established and managed production pipeline for app distribution across **iOS** and **Android** using **CI/CD** tools.
- Research and development of new technology and opportunities in **AR, VR, Mobile** within **Unity** and **Unreal Engine**.

**Insight Robotics, Hong Kong**

09/2014 - 05/2016

**User Interface Designer / Developer**

- Created comprehensive **UI/UX** documentation, including wireframes, prototypes, style guides, asset libraries.
- Conduct usability testing and gather **user feedback** to refine and optimize user interfaces for enhanced engagement.
- Worked directly with engineers to implement designs, ensuring optimal functionality and performance. (JS, React, C#).

**Frenzoo, Hong Kong**

11/2012 - 05/2014

**Game Designer**

- Worked within multidisciplinary teams to build engaging **UI** design and various game loops for in-development and post-launch mobile games.
- Managed **contractors** to ensure project assets met technical and artistic requirements and quality expectations.
- Developed game-loops for multiple in-development and post-launch mobile games in C# and Unity.

## ADDITIONAL

**Judge, Big Indie Pitch, Pocket Game Connects**

06/2018

Panelists judge helping developers gain insightful feedback and guidance with their in- development games for the 2018 conference event.

**Games Programme - Visiting Lecturer & Mentor, Sheridan College**

2017, 2019

Visiting lecturer and mentor for B.F.A fourth year students, teaching technical and production subjects within the field of game development.

**Hong Kong Game Developer Network**

2016-2021

Co-organiser for an organisation for networking amongst game developers in Hong Kong. Monthly events included keynote presentations from local and visiting devs, student outreach, and networking.

**Workshop Talk "Today at Apple"**

08/2019

Interactive talk as part of a Today at Apple series on creative technologies in partnership with Apple, to showcase their new AR tools.

## EDUCATION

**Savannah College of Art and Design**

2011 - 2015

SCAD games program graduates excel in crafting captivating interactive experiences, blending game design expertise with the latest technologies.

- *Bachelor of Fine Arts* Major in Interactive Design and Game Development
- *Bachelor of Fine Arts* Minor in Graphic Design