
Summary

- 20+ years in game development spanning 30+ shipped titles as a developer, publisher, and licensor
- Team leader with a versatile background in both game production and design
- Excellent project manager, experienced in iterative agile development methodologies, leading external co-developers & remote teams, and team tasking / collaboration via tools such as JIRA, Trello, MIRO, etc.
- Adept in project budgeting and scheduling, vendor negotiating/contracting/managing, and solving development pipeline issues to assure timely, high-quality deliverables
- 5+ years in Unreal Engine 4/5, with wide-ranging experience in Blueprints & gameplay scripting
- Collaborative, empathetic, and positive team leader with outstanding communication and interpersonal skills, as well as extensive analytical and technical skills

Professional Experience

Argonaut Games | [argonautgames.com](https://www.argonautgames.com)

Remote

Principal Producer (Contract)

September 2025 - Present

Publishing producer overseeing development of Argonaut Games projects.

- Reviewing milestones and game deliverables, ensuring alignment with production plans and contractual obligations
- Collaborating with development partners on game design, direction, and technical requirements
- Evaluating production plans, reviewing pitches, and conducting project due diligence as required
- Improve production processes for organization as a whole

Side | [side.inc](https://www.side.inc)

Remote

Global Senior Producer, Codev

February 2025 - September 2025

Served as the principal producer managing all global codevelopment project planning for Side, Inc.

- Crafted bespoke codev solutions, incorporating resources from multiple global studios, to meet the specific game development needs of client developers, ranging from indie to AAA
- Coordinated with recruitment and sales in identifying and assigning talent resources for client projects
- Scheduled, resourced, and budgeted projects in collaboration with leadership of Side's codev hubs in Ft. Lauderdale, São Paulo, Tbilisi, and other studios
- Led initiatives to improve production processes across all codev studios
- Managed special projects related to improving quality and expanding the capabilities of codev service offerings

Digital Eclipse | [digitaleclipse.com](https://www.digitaleclipse.com)

Emeryville, CA

Game Director / Principal Designer

November 2021 - April 2024

Production & creative lead and principal designer on *Wizardry: Proving Grounds of the Mad Overlord* (2024; Unreal; PC, Console), reviving the *Wizardry* franchise - dormant for over 20 years in the US - by updating the foundational 1981 genre-defining, classic RPG.

- Led a cross-functional, hybrid / remote development team from concept to submission, day-to-day, over a two years development cycle, breaking down high level goals and feature definitions into actionable tasks
- Scripted and built all user-facing interactions, both new and those interfacing with original Apple II code, through Unreal Blueprints

- Sourced and managed all external content & support vendors, including those for character art, localization, QA, and Wizardry's Grammy-winning musical score
- Roadmapped new features, bug priorities, and quality-of-life refinements during Early Access from September 2023 through April 2024, addressing community feedback, culminating in a "Very Positive" User Review score on Steam.

Executive Producer

April 2013 - November 2021

Development team lead on many shipped titles, such as *MediEvil (2019)*, *Minecraft: New Nintendo 3DS Edition (2018)*, *The Disney Afternoon Collection (2017)*, *Yu-Gi-Oh! Legacy of the Duelist (2015)*, and *#IDARB (2015)*.

- Proven track record of shipping titles on-budget and on-time while balancing scope, resources, and sustainability, meeting quality standards set by clients and studio management
- Cultivated multi-project, on-going relationships with clients including Sony, Microsoft, and Konami
- Identified studio resource gaps and spearheaded hiring new team members and/or establishing co-development relationships to fill them
- Established production pipelines, tools, and processes for entire studio
- Mentored and coached team members by fostering individual growth commensurate with their strengths and interests

GREE International | gree.jp

San Francisco, CA

Business Operations Manager

May 2012 - April 2013

Established and managed the Central Production Team, focused on the primary goal of supporting and fulfilling shared production needs across three live-service mobile game groups.

- Drove cross-team coordination between Product, Engineering, Marketing, PR, QA, Community, Customer Service, Analytics, BI, and Server Ops, leading up to global launches
- Negotiated and established studio-wide vendor relationships with localization houses, font foundries, usability testing houses, and others
- Executed the implementation of company's first P&L models to establish metrics on game success and sustainability across all live titles
- Shared best practices and established production processes shared by all game teams

Warner Bros. Games | warnerbrosgames.com

Burbank, CA

Producer

June 2004 - May 2012

- Managed game projects based on multiple Warner Bros. properties, as both a publisher directly managing the developer, and as a license holder working in tandem with third-party publishers
- Guided all aspects of external development with partner developers on theatrical-IP games, including *Speed Racer*, *Happy Feet*, and *300*
- Maintained close collaborative relationships with studio IP stakeholders, including the Wachowskis, Kennedy-Miller-Mitchell (KMM), Zack & Deborah Snyder, DC Comics, and Cartoon Network
- Provided internal production support for WB Games developers Monolith and NetherRealm on *FEAR 2: Project Origin* and *Mortal Kombat* respectively

Education**University of Florida, Bachelor of Arts, English***Full Gameography available at nockey.works/resume*