

# Conner Workman

Producer

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## PERSONAL STATEMENT

Highly driven and organized producer dedicated to empowering teams to create exceptional game experiences.

## SOFTWARE EXPERIENCE

Unity - Proficient  
Jira - Proficient  
Adobe Premiere - Intermediate  
Adobe Photoshop - Adept  
Unreal - Intermediate  
Google Cloud Suite - Adept  
Microsoft Suite - Intermediate  
Perforce - Intermediate

## CORE COMPETENCIES

Team Management  
Agile Methodologies  
Project Management  
Stakeholder Engagement  
Schedule Creation & Management  
Customer Communication  
Presentations & Pitching

## COMMUNITY PARTICIPATION

Gamecraft Student Collective  
Active member 2017 - Current  
  
Saltworks Indie Collective  
Published "Delivery Time" with group

## AWARDS

**U of U Global Game Jam**  
January 2018  
Best in show for theme  
  
**Saltworks Game Jam**  
July 2018  
Voted best game

## EMPLOYMENT

**Digital Dominion**, Jan 2019 - Current  
— QA Tester & Level Designer

- Perform bug triage to prepare title for beta release
- Design and implement levels for the upcoming 2D platformer level-creation game "**Super Retro Maker**" ∞

**Melon Development**, Aug 2017 - Feb 2018  
— Head of Partner Relations

- Managed relationships with key stakeholders
- Created weekly internal design documents to aid engineers in implementing features
- Handled creation of weekly update posts and marketing materials
- Performed market research and spearheaded client acquisition
- Interfaced with clients to deliver regular estimates on budget and schedule
- Managed community forums for a game server of over 2000 players
- Tested new features and created bug documentation for engineers

## PROJECTS

**Entertainment Arts & Engineering Masters Program**, Aug 2019 - Sept 2019

Engine: Phaser

— Producer on top-down area-control game (2-week prototype) "**Chromameleon**" ∞

- Managed team sprint assignments
- Created and maintained design documents
- Developed Gantt charts and other project management tools
- Handled creation of marketing materials and created game trailer

**Chute Games**, Published August 16th, 2018

Engine: Unity

— Producer and Artist on procedurally-generated mobile 2D platformer "**Delivery Time**" ∞

- Developed mobile monetization strategies
- Created game trailer, marketing materials and assets for digital storefront
- Managed online presence
- Created all visual assets for the game

**Entertainment Arts & Engineering Undergraduate Program**, Published May 1st, 2018

Engine: Unity

— Designer & Art Lead on flight based time trial racer "**Forward**" ∞

- Managed art team sprint assignments
- Facilitated daily stand-up meetings & team work-sessions utilizing scrum
- Created marketing materials and game trailer
- Designed and implemented levels

## EDUCATION

**University of Utah** Aug 2019 - Current

— **Masters in Production**

Entertainment Arts and Engineering Program | May 2021

**University of Utah** Aug 2014 - May 2018

— **Bachelor of Arts in Film & Media Arts**

Entertainment Arts and Engineering Program | May 2018

Fall 2015 - 2017 Dean's List