

# Lauren Brown

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## Professional Summary

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Dedicated producer with experience across projects great and small. From experimental startups built in the coolest indie science labs and fueled by coffee and dreams to AAA juggernauts with names your grandma would recognize, played by millions. Humor and sarcasm are part of this package but so is a passionate leader who always puts team first over self and constantly looks for ways to keep the player in mind.

## Skills

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- Tailored project management
- Unreal Engine
- Jira / Confluence
- Certified Scrum Master
- Unity
- Cross-functional team communication

## Experience

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PRODUCER II August 2022 - September 2024

SHRAPNEL, Seattle, WA

- Drove milestone goals and schedules for assigned features including map design and art
- Production owner on key gameplay features including character progression, special abilities
- Primary point of contact between the economy and game teams
- Oversaw cosmetics pipelines including concept, release management, asset tracking, marketplace listings, and blockchain minting and manufacturing
- Facilitated communication and managed dependencies across multi-disciplinary teams
- Supervised creative development for features from prototype to completion
- Iterated production processes to improve pipelines and workflows
- Hired, trained, and mentored production staff members.
- Managed relationships with co-development vendors and stakeholders across multiple time zones and continents to ensure satisfaction

PRODUCER August 2020 - August 2022

PIPEWORKS STUDIOS

- Project lead for Madden NFL - 45+ person co-development team
- Organize and manage development work for Madden Ultimate Tournament including UI flow and rewards packs
- Client relationship management
- Report project status to executive leadership
- Video producer for Rival Peak: The World's First Massive Interactive Live Event (MILE)

PRODUCER | PROJECT MANAGER November 2017 - August 2020

#### SMITH BROWN MEDIA

- Freelance IT Project Manager
- Freelance Multimedia Producer
- Clients include: The University of Oregon, Tech4Research, The Veterans Health Administration.

#### PROJECT MANAGER

October 2012 - November 2017

#### INTERVISION MEDIA

- Directed and managed software development teams for PC and mobile applications
- Tracked deliverables and groomed backlogs to align projects with business goals
- Developed RFPs and grant proposals
- Ran business case and feasibility studies.

### Education

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Bachelor of Science (B.S.): ENTERTAINMENT BUSINESS - FULL SAIL UNIVERSITY

- Course Director Award Recipient
- National Society of Collegiate Scholars

Associate in Applied Science (A.A.S.): Multimedia Design and Communication - LANE COMMUNITY COLLEGE

### Titles

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- SHRAPNEL
- Madden NFL 23
- Madden NFL 22
- Rival Peak

### Volunteer

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VP of Outreach

December 2020 - January 2023

Project Management Institute - Willamette Valley Branch, Eugene, OR