

# Arseniy Klishin

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## PROFESSIONAL EXPERIENCE

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**Party for Introverts**, *Producer, Designer*

**London, UK** (*September 2016 – Present*)

**Thing-in-Itself** (PC)

<http://store.steampowered.com/app/569340>

- Producer, Designer, Programmer, Writer, Sound Designer on the art project “Thing-in-Itself”
- Project successfully published on Steam after a Greenlight campaign
- Press on the project on The Guardian, Kill Screen, IGN and many other reputable media sources
- Indie Prize Asia 2017 Finalist, official selection of Taipei Game Show 2017, AdventureX 2016, Intel Buzz Workshop London 2017, Game Happens 2017

**Splash Damage**, *Associate Producer*

**London, UK** (*September 2015 – September, 2016*)

**Unannounced Project**

- ScrumMaster – managing a 50+ people team; conducting daily stand-up meetings and Sprint retrospectives
- Scheduling – milestone and Sprint planning; devising long-term roadmaps; tracking progress of build deliverables
- Processes Development – working on creating processes that align with both dev team’s and client’s workflow
- Communication – ensuring that the team communicates and resolves all blocking issues in a timely manner

**Gameloft**, *Associate Producer*

**New York, NY** (*November 2014 – April 2015*)

**Spider-Man Unlimited** (iOS/Android/Windows Phone)

<http://tinyurl.com/spider-man-unlimited>

- ScrumMaster – managing a 30+ people team; conducting daily stand-ups, Sprint reviews and retrospectives
- Scheduling – devising the schedule, coordinating it with GL offices; ensuring that the project meets required goals
- QA Management – bug database management; assigning bug priorities; preparing builds and delivering them to QA
- Communication – ensuring that the team communicates and resolves all blocking issues in a timely manner

**Gameloft**, *Assistant Producer*

**New York, NY** (*July 2014 – November 2014*)

**Spider-Man Unlimited** (iOS/Android/Windows Phone)

<http://tinyurl.com/spider-man-unlimited>

- Audio Production – organizing the pipeline between sound designers/writers, artists/animators, VO studio and Marvel
- Outsource Art Production – outsource art scheduling, RFQ and contracts preparation, establishing the review process
- Anti-hacking Manager – communicating current hacking threats to the team and ensuring that they are being resolved
- Presentation preparation; taking meeting notes; organizing the pipeline for Marvel’s approval of game assets/design decisions

**Cars: Fast as Lightning** (iOS/Android/Windows Phone)

<http://tinyurl.com/cars-fast-as-lightning>

- Voice-over Production – organizing the pipeline between sound designers, development team, Disney and Pixar
- Anti-hacking Consultant – establishing process and communication between dev team and anti-hacking department

**Sifteo Inc.**, *Production & QA Intern*

**San Francisco, CA** (*June 2013 – July 2013*)

- Worked with outsource developers for Sifteo Cubes and helped them with scheduling and playtesting
- Playtested existing games for Sifteo Cubes and made video and text reports for the developers

**Akella**, *Game Designer*

**Moscow, Russia** (*Aug 2010 – May 2011*)

- Devised game missions using writer’s documentation and implemented them in Hammer Editor
- Scripted AI and mission logic

## **EDUCATION**

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### **CARNEGIE MELLON UNIVERSITY, ENTERTAINMENT TECHNOLOGY CENTER**

*Master of Entertainment Technology*

**Pittsburgh, PA**

*Aug 2012 – May 2014*

### **MOSCOW STATE UNIVERSITY**

*Specialist in Applied Mathematics and System Programming*

**Moscow, Russia**

*Sep 2006 – Aug 2011*

## **GRADUATE PROJECTS**

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### **Entertainment Technology Center, Producer**

**Pittsburgh, PA** (*Aug 2012 – May 2014*)

Graduated from a game development Master's program heavily focused on Rapid Prototyping and team collaboration

- Managed teams of 4-8 people, devised schedules, set priorities, overviewed project scope
- Conducted Scrum meetings, settled tasks for sprints, arranged internal and client meetings
- Created presentations, edited game trailers, conducted playtests, promoted the projects
- Worked on projects using Oculus Rift, Microsoft Kinect, PS Move, Speech Recognition technologies

#### **Project: *Speak with Purpose***

<http://tinyurl.com/swp-speech-rec>

Developed a speech recognition interactive storytelling project for young adults

- Featured in “Through the Wormhole” with Morgan Freeman
- Presented at INTETAIN 2014
- DATA Awards 2014 finalist

#### **Project: *Helios, RumbleBlocks***

<http://tinyurl.com/helios-darpa>

Developed 2 games for children from 6-8 for DARPA with Sesame Workshop and HCII

- Presented at EduGaming 2014 and IEEE CGames 2013 conferences
- Published paper on project “Helios” published in Proc. 2013 18th International Conference on Computer Games (CGAMES) (Louisville, KY, July-Aug. 2013)

#### **Project: *Prisoner's Cinema***

<http://tinyurl.com/insomnia-steam>

Developed a narrative-driven, non-linear game about insomnia focused on moral choices

- Greenlit on Steam
- Article on “Nivel Oculito” gaming portal
- Was in top-3 of Steam Greenlight Concepts in March, 2014

## **SKILLS AND SOFTWARE**

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- Production: Agile, Certified ScrumMaster (CSM); Playtesting, Scheduling, Scoping, Outsource management; Jira, Assembla, Microsoft Project
- Other: Unity, Confluence, Microsoft Visual Studio, Perforce, Adobe Premiere, Adobe Photoshop, Adobe Flash, Sony Vegas, Microsoft Office products