

Arseniy Klishin

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PROFESSIONAL EXPERIENCE

Sony Interactive Entertainment, Producer -> Senior Producer

London, UK (July 2017 – Present)

God of War (2018) (PS4), Blood & Truth (PS4), Spider-Man (2018) (PS4), Wipeout VR (PS4), Dreams (PS4)

- Software Producer at Sony Creative Services Group working with the world-class Audio team (Sound, Music and Audio Programming) on numerous high-profile projects
- ScrumMaster – conducting daily stand-up meetings and Sprint retrospectives
- Scheduling/Long-term Planning – milestone and Sprint planning; devising long-term roadmaps; tracking progress of build deliverables
- Resource Planning – managing the schedule of simultaneously-running projects and making sure that the team has enough resource to complete the scope of work
- Processes Development – working on creating processes that align with both dev team's and client's workflow
- Budget Management – working with clients and the team to estimate and maintain the scope and budget of projects
- Communication – ensuring that the team communicates and resolves all blocking issues in a timely manner

Party for Introverts, Co-Founder

London, UK (September 2016 – Present)

Thing-in-Itself (PC)

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

- Producer, Designer, Programmer, Writer, Sound Designer on the art game “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

CARNEGIE MELLON UNIVERSITY, ENTERTAINMENT TECHNOLOGY CENTER

Pittsburgh, PA

Master of Entertainment Technology

Aug 2012 – May 2014

MOSCOW STATE UNIVERSITY

Moscow, Russia

Specialist in Applied Mathematics and System Programming

Sep 2006 – Aug 2011

GRADUATE PROJECTS

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)

<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)

<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)

<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

- 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