

# Arseniy Klishin

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## PROFESSIONAL EXPERIENCE

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**Sony Interactive Entertainment, Producer -> Senior Producer**

**London, UK (July 2017 – Present)**

**God of War (2018) (PS4), Blood & Truth (PS4), Spider-Man (2018) (PS4), Death Stranding (PS4), Erica (PS4)**

- Software Producer at Sony Creative Services Group working with the world-class multi-discipline team 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
- Budget Planning / Reforecasting – developing budgets for Sony PlayStation’s high-profile video game and media projects, maintaining them and reforecasting every quarter of the FY
- 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

**Party for Introverts, Designer, Writer**

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

**From Head to Toe (PC/Mac/Android)**

<https://store.steampowered.com/app/1104890>

- Designer, Writer, Programmer, Sound Designer on the project
- Reached “New and Trending” and front page of “Games” on Steam, was a #1 Visual Novel on itch.io for over a week
- Press on the project in such media sources as Indie Games Plus, Papille, Android Police
- Finalist of Indie Prize USA, official selection of Game Happens 2019

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

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

- Designer, Writer, Programmer, Sound Designer of the project
- Project successfully published on Steam after a Greenlight campaign
- Press on the project in The Guardian, Kill Screen, IGN and many other reputable media sources
- Indie Prize Asia 2017 and One Voice Awards 2018 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 (July 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

**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 (August 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**

**Pittsburgh, PA**

*Master of Entertainment Technology*

*August 2012 – May 2014*

**MOSCOW STATE UNIVERSITY**

**Moscow, Russia**

*Specialist in Applied Mathematics and System Programming*

*September 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
- Co-created game concepts and design, co-wrote project "Helios", did sound design for each of the projects below
- 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)**

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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**

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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