Reed DEVANY

GAME PRODUCER

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ABOUT REED

A historian of science turned high-performance computing executive turned game producer. A proud practitioner of **vulnerable servant leadership** who has shipped three titles and prioritizes a team culture of **mutual respect**, **universal kindness**, and **collective enthusiasm**.

SHIPPED GAME TITLES

Co-Producer   Jun 2023 - Dec 2023
Asurya's Embers (SMU Guildhall) | UE5.3 | 24-Person Team

- First-person, bow & arrow shooter (Now on Steam and Epic Game Store!)
- Owned Agile product backlog and bug board for cross-functional engineering, systems, and UI/UX teams on Jira across multiple milestones.
- Ran daily stand-ups with sub-teams and milestone review meetings with stakeholders.
- Distilled expert stakeholder and target user feedback into actionable deliverables.
- Coordinated outsourced performers and capture sessions (musicians, voice actors, and sound).

Lead Producer   Jan 2023 - May 2023
SeaFeud (SMU Guildhall) | UE5.2 | 48-Person Team

- Underwater arcade racer for PC (Now on Steam!)
- Authored milestone delivery documentation & risk mitigation plans; ensured timely deliverables.
- Oversaw execution of design vision through final product via day-to-day discussions with engineering, animation, UI/UX, and design teams.
- Owned the product backlog and crafted team rituals, including daily stand-ups and layouts.
- Maintained Confluence documents for the entire project and cleared team blockers.

Mentoring/Coaching Producer Jan 2024 - May 2024
Fastival (SMU Guildhall) | UE5.3| 46-Person Team

- Carnival-themed arcade PC racer (Now on Steam!)
- Mentored the Lead Producer and Game Designer, establishing team norms and backlog system.
- Migrated the Product and Features Backlog to alternate project management software suites.
- Assisted in building team norms, rituals, and blocker-clearing procedures.

NON-GAMING EMPLOYMENT

Board Secretary   Aug 2022 - Present
Data Vortex Technologies

- Manage company's global IP portfolio and employee contracts. (Part-time)

Vice President of Operations   Jan 2014 - Jul 2022
& Communications Manager
Data Vortex Technologies

- Company POC with outsourced manufacturing and software developer partners.
- Delivered HPC systems to U.S. DOE & DOD labs.
- Led R&D efforts in next generation network consensus and graph analytics solutions.
- Managed simultaneous, collaborative software and hardware projects across numerous international orgs (incl. Ireland, China, & India)
- Represented the company's IP in meetings with Fortune 500 execs & Gov't program directors.

EDUCATION

SMU Guildhall
Master of Interactive Technology
(2022-2024), GPA: 3.86

- Production Specialization (Level Design Minor)
- Thesis: "Parsing the Paramour: How Players' Sexuality, Motivations, and UDO Influence Their Romantic Decisions in Western RPGs" (n=1,001) (Faculty Honors)

University of Texas at Austin
Bachelor of Arts
(2012-2014), GPA: 3.74

- History Major (Classical Civilization Minor)
- Thesis: "Denniston's 1943: A Fresh History of Cross-Atlantic Computing Cooperation during World War II"

SKILLS

- Agile/Spiral Product Development Methodologies
- Project Management Tools & Software (e.g., Jira, Trello, Confluence, Monday.com & Miro)
- Start-to-Finish Risk Mitigation
- Technical Writing & Documentation Upkeep
- Cross-Functional & Cross-Org Communication
- Microsoft Office Suite (Including Excel Certification)
- Intra- and Inter-Organizational Conflict Mediation
- Team Advocacy