

Daniel Fernandes Melchert

Game Producer

Projects & Experience:

Flux Games - Sao Paulo, SP, BRA - Full-time

The Walking Dead: Destinies - Lead Game Producer - PC, Switch, PS4, PS5, Xbox One, Xbox Series S/X

- Organized and maintained the project roadmap updated and on track with our deliveries.
- Kept the publishing company (Gamemill) updated with the project's progress and milestones deliveries.
- Worked closely with outsourcing companies including Audio and QA.
- I led the certification team in organizing certification rules, and priorities.
- I set the data on the platform's portals; Achievements, submitted builds, game's features info, etc (Playstation, Nintendo, Xbox, and Switch).
- Worked closely with both internal and external QA, to organize test and align priorities with the Dev team.
- Led the production team throughout the whole development circle.

Short N Sweet (Flux Games) - Sao Paulo, SP, BRA - Full- Time

Mirrored Souls - Lead Publishing Producer - PC, Switch, PS4, PS5, Xbox One, Xbox Series S/X

- Kept weekly meetings with the team to gather reports and development updates.
- Reported the development Status to the directors of the SNS division.
- Worked closely with the Marketing department to help create the SNS brand.
- Introduced both the development team and the marketing team to the platforms' respective portals.
- I helped organize the porting of the game and submitted the builds for certification.

Flux Games - Sao Paulo, SP, BRA - Full-time

Cobra Kai 2: Dojos Rising - Lead Game Producer - PC, Switch, PS4, PS5, Xbox One, Xbox Series S/X

- Organized and maintained the project roadmap updated and on track with our deliveries.
- Kept the publishing company (Gamemill) updated with project's progress and milestones deliveries.
- Worked closely with outsourcing companies managing all the necessary deliveries.
- I led the certification team organizing certification rules, and priorities.
- I set the data on the platforms portals; Achievements, submitted builds, game's features info, etc (Playstation, Nintendo, Xbox, and Switch).
- Worked with the production team to mitigate risks within the development team.
- Coordinated and conducted with Gamemill and Hamsterball all the VOs sections and documents, such as the master script.

Warner Bros Avalanche - Salt Lake City, Utah, USA - Contract

Hogwarts Legacy - Level Designer (TEMP) - Unreal

- Worked with development team in order to Create and implement new missions in the game.
- Fixed bugs and problems during missions.
- Created and Updated mission flow on specific levels.
- Fixed any potential problems with assets blueprints.
- Play tested levels and communicated with other departments about potential improvements.

Salt Mine Studios - Salt Lake City, Utah, USA - Full-time

LAB RAGS - Producer / Level Designer - Steam

- Created and maintained the project backlog utilizing Trello.
- Worked alongside artists, programmers and designers to make sure milestones were reached.
- Organized team meetings and managed every team's individual report.
- Identified and resolved conflicts with members of various disciplines in an effective manner.
- Coordinated with other producers with publishing platforms to provide materials for development kits.
- Prepared the materials and presented for sprint reviews.

Software:

- Microsoft Office
- Trello
- HacknPlan
- Jira
- ClickUp
- Github
- Plastic
- Google Softwares
(Sheets, Docs, Slides, etc)
- Unity
- Unreal Engine
- GameMaker Studio
- Autodesk Maya
- Autodesk MotionBuilder
- Python
- C#
- Adobe Illustrator
- Adobe Premiere Pro
- Adobe Photoshop
- Adobe Audition
- Adobe InDesign

Contact:

dfmelchert13@gmail.com

+55 11 984447048

Website/LinkedIn:

<https://www.dfmelchert.dev.br>

<https://www.linkedin.com/in/daniel-melchert-9359511b0/>

Skills:

- Agile Development / Scrum / Kanban
- Written & Verbal communication skills
- Project Management
- Leadership
- Problem Solving / Logical Reasoning
- Organizational Skills
- Abstract Thinking
- Risk Mitigation
- Teamwork
- Public Speaking
- Open to Change
- High-Energy
- Outgoing
- Adaptive

Education:

University of Utah * Graduated May 2021

- Major: Film & Media Arts emphasis in EAE (Electronic Arts and Engineering)/Games

Red Zero Technical Institution * Graduated December 2016 -
(Partner with Full Sail University)

- Diploma in Digital Media

Udemy - Agile Scrum Fundamentals *
Certified July 2021

- Certificate in Scrum

Languages:

Portuguese (Native)

English (Fluent)

Spanish (Intermediate)