# Eleanor Sample

*Producer*

Leamington Spa, UK | 07700 900311 | eleanor.sample@example.com | **LinkedIn:** linkedin.com/in/eleanor-example
Full right to work in the UK | Hybrid (3 days in the office) or remote

## PROFILE

Producer with seven years in games, from mobile live service to a multi-platform console release. I keep teams of 15 to 40 people focused and calm, plan realistically with leads, and make sure risks are raised early rather than late. Looking for a Senior Producer role on a console or PC title.

## KEY SKILLS

**Production:** milestone and sprint planning, risk and dependency tracking, scope negotiation, certification and submission, outsource management

**Methods:** Scrum, Kanban, hybrid waterfall for content pipelines

**Tools:** Jira, Confluence, Hansoft, Perforce, Excel and Google Sheets, Miro

**Certificates:** Certified ScrumMaster (CSM), 2021

## EXPERIENCE

**Producer**, Company One, Leamington Spa — Jan 2022 – Present

- Produced Game Title A (PC, PlayStation 5, Xbox Series X|S), shipped on the date agreed with the publisher in 2025.
- Ran planning for a 38-person team across design, art, code and audio, with two external art partners.
- Introduced a weekly risk review with leads that cut late-stage scope changes and kept crunch to a minimum.
- Managed first-party certification for three platforms, passing on the first submission for two of them.

**Associate Producer**, Company Two, Guildford — Sep 2019 – Dec 2021

- Owned the content calendar for monthly live events on Game Title B (iOS, Android).
- Coordinated localisation into nine languages and the QA sign-off for each update.
- Built a shared release checklist that the studio still uses for every update.

**Production Assistant**, Company Three, Birmingham — Jul 2018 – Aug 2019

- Supported two producers with sprint reports, build notes and playtest scheduling.

## EDUCATION

**BSc (Hons) Computer Games Design**, University of Example — 2018

## ADDITIONAL

- Shipped titles: Game Title A (2025), Game Title B (2020, plus 40 live updates).
- Mentor on a local games industry mentoring scheme for new producers.
- Languages: English (native), Spanish (conversational).

*References available on request.*

EXAMPLE CV | Fictional person, studios and games | Free template from hardysearch.co.uk