

GARRETT WARD

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SUMMARY Enterprising Producer with 6+ years of game industry expertise, and multiple games published on Amazon App Store, Apple App Store, Google Play, and Steam.

SKILLS & PROFICIENCIES

- Acute attention to detail.
- In-depth understanding of the game development process.
- Vast knowledge of game industry trends and best practices.
- Highly agile with an ability to thrive and deliver in fast-paced, creative environments.
- Experienced with Microsoft Office Suite, Google Suite, Adobe Suite, Articulate 360, JIRA, Trello, Slack, MIRO, Unity, GitHub, Audacity.

PROFESSIONAL EXPERIENCE

Indie Game Designer and Producer, Finlit Studios (2021-Present)

- Consulted stakeholders to determine project specifications, budget, scope, scale, and long-term goals. Identified potential risks and blocks, and developed mitigation strategies.
- Constructed a new game franchise by rebuilding and redesigning existing IP characters, world lore, and storylines to meet the needs of the product stakeholders.
- Recruited, coordinated, and mediated between collective members of each project team.
- Communicated creative vision to project teams with clear and concise documentation.
- Developed and sustained team roadmap for project development cycles, milestones, and marketing strategies to deliver timely project deliverables, while also prioritizing the development team's focus and wellness to guarantee high quality, high value products.
- Utilized black and grey box testing techniques for internal and external user testing.
- Employed knowledge of user needs, testing data, and existing industry trends to rapidly iterate on gameplay systems, content, and features.
- Designed, produced, and published 2D mobile simulation educational adventure game, Terracian Trails: Profit Playground, and 3D mobile simulation educational role-playing game, Terracian Trails: Financial Frontier. Built in Unity, published for iOS and Android.

Indie Game Lead QA Tester and Designer, Grandpa Pixel (2015-2018)

- Conducted thorough testing of Legena: Union Tides and its unreleased sequel to record faults in gameplay mechanics, systems, UI, and UX designs.
- Communicated and analyzed test results with design and engineering teams.
- Contributed to design decisions for combat animations, level designs, and world-building.
- Plan roadmap for development cycles, release dates, and marketing strategies.

EDUCATION

M.Ed. Learning, Design, and Technology, University of Houston (2024-2026)
Project Management Certification, University of Houston (2025)
Scrum Master and Product Owner, Scrum Alliance (2021)
Video Game Design Certification, Rochester Institute of Technology (2017-2018)
B.A. Humanities, University of Texas at San Antonio (2009-2014)

ADDITIONAL LEADERSHIP

Penny Arcade Expo Enforcer and Exhibitor Assistant (2019, 2024)
Whole Life Learning Center Game Design Mentor (2022-2023)
FCCU and Camp Indigo Youth Game Jam Organizer and Educator (2021-2023)
