

STEVEN MARK WHITE

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Profile

Detail-oriented and experienced producer with over 10 years in the games industry. Capable of managing cross-functional teams and overseeing complex projects from concept to release. Core believer in collaboration with a focus on optimizing workflows, developing clear communication pipelines and proven ability to balance creative vision with process-driven project management to ensure project delivery.

Core Knowledge / Skills

- **Project Management:** Agile, Scrum, Kanban, Waterfall, Prince 2 (Expired Practitioner)
- **Planning:** Release Planning, Milestone & Sprint Planning, Scope vs Capacity
- **Workflows & Pipelines:** Custom Pipelines for Design & Art Teams, Internal development Pipelines & Processes
- **Team Leadership:** Mentorship, resource planning,
- **Budgets:** Departmental / Team budgets, Outsource, 3rd Party
- **Stakeholder Management:** Client & Publisher Relationships, Co-Dev management, Conflict resolution, Risk management
- **Tools:** Jira, Confluence, Miro, Trello, MS Project, Monday.com, Perforce, Redmine, Figma, MS Office, G-Suite

Work Experience

Senior Producer

Mar 2024 – Oct 2024 (8 months)

Studio 397

Remote

Led the planning and execution of cross-functional development team (60 Developers) on the live service and early access title *Le Mans Ultimate*, bringing additional features and content to the title bring it nearer to the vision of its full release.

- Worked with key stakeholders to plan early access feature updates, DLC Content, Patches and Hotfixes.
- Developed processes improvements to encourage closer collaboration between disciplines.
- Mentorship and line management of Junior Producer, with the goal of promoting them to Mid-level.
- Fostered external relationships with clients and partners for both “Le Mans Ultimate” and “rFactor2”.

Senior Producer

Sept 2022 - Feb 2024 (1 year 6 months)

Absolutely Games

Guildford, Surrey (Hybrid)

Senior Producer responsible leading the production and overseeing the development team (27 Developers) of the Studios debut title, *Classified: France '44* (a turn-based tactics game) and all its DLC content.

- Point of Contact for 3rd Party Publisher, liaising with their Production and Release management teams.
- Line management of internal QA team.
- Worked closely with QA Team to build and optimize QA testing processes in preparation for Launch.
- Implementation of new set of management tools & processes for the studio for improved planning & Tracking.

Producer / Development Manager / Senior Development Manager

Mar 2018 - Aug 2022 (4 year 6 months)

Splash Damage

Bromley, Kent

As Producer on the on *Gears 5*, led the internal development team (47 Developers) consisting of Level Design, Environment, Lighting, VFX, Technical Art, Concept Artists, Character Artists, QA & Junior Producers, while being the main Point of Contact for the Production and Outsource teams at The Coalition

As a Senior Development Manager, I managed the internal development team (17 Developers) consisting of Game Design, Character Design, Level Design, Gameplay Code (Feature and Character), AI, UI/UX & QA disciplines, while managing the relationship with external Co-Dev & Publisher on *Star Wars Hunters* (a third person hero shooter for Mobile). In addition to this I managed both the Missions team and Level Design & Art disciplines (60 Developers) for *Transformers Reactivate* (a GaaS Third Person Brawler for PC and Consoles)

- Development of new workflows and pipeline to provide smoother development practices
 - Art/Outsource workflows to improve the asset creation pipeline (Gears 5)
 - Design & Art feedback & review workflow for better alignment on Client/Publisher feedback (Gears 5)
 - Design documentation feedback processes for quicker signoffs and feedback (Star Wars Hunters)
 - Design to Art handover process ensuring asset requirements were known earlier (Transformers Reactivate)
- Production Point of Contact for external client studios (*The Coalition, Boss-Alien*) for *Gears 5* and *Star Wars Hunters* projects.
- Worked with Co-Dev Studio to fully Integrate developers with internal gameplay feature and Level Design teams on *Transformers Reactivate*.

Project Manager / Producer

Feb 2014 - Mar 2018 (4 years 2 months)

nDreams

Farnborough, Hampshire

Led internal cross-functional teams (20-45 developers) to produce and launch four VR titles for new hardware platforms like Oculus, VIVE, PSVR, GearVR and Microsoft Mixed Reality, and one VR title for VR Arcade Experience.

- Collaborated with senior leadership team to develop and implement project & production processes.
- Building relationships with 1st party platform/hardware holders for the developing VR Tech & Outsource.
- Implementation of new set of planning and tracking tools within the Studio.
- Led internal R&D team to develop new approaches to development and VR best practices.

Producer / Production Manager

May 2012 – Sept 2012 (5 months)

Climax Studio

Portsmouth, Hampshire

Producer overseeing around 25 developers withing the Environment, Boss and Cinematics Teams, for a 3rd Person Action-Adventure title for 360/PS3/PC (Game was cancelled). This was a transitional role, bringing me in from outside of the games industry.

- Day to day Sprint and Milestone planning and resource management, and reporting to Client/Publisher
- Worked with Cinematics team to define outsource requirements and provide feedback to OS Vendors.
- Worked with Lead and Senior Environment artist to define milestone deliverables and ensure they are on track.
- Working with Boss Gameplay team to review feature and mechanics regularly to refine and iterate feature.

Non-Games Industry Work Experience

Associate Project Manager

Integritie, Jan 2013 – Jan 2014 (1 year 1 month)

Simulation Systems Integration Engineer

Drilling Systems UK Ltd, Mar 2012 – May 2012 (3 months)

Simulation Project & Sales Manager

Transas Marine UK Ltd, Jul 2008 – Mar 2012 (3 years 8 months)

Simulation Project Engineer

Transas Marine UK Ltd, Sept 2005 – Jun 2008 (2 years 9 months)

Simulation Installation & Support Engineer

Transas Marine UK Ltd, Jun 2001 – Sept 2005 (4 years 3 months)

Education

HND Computer Systems Engineering

University of Portsmouth, 1998-2000

Prince2 Foundation & Practitioner

APMG International, 2013-2018 (Expired)

QNUK Lvl3 Emergency First Aid at work

2023

Mental Health First Aider

2022

Core Knowledge / Skills

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