

# STEVEN MARK WHITE

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## Profile

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Experience **Project Manager** with over 15 years of expertise in spearheading cross-functional software and hardware projects. Recognised for enhancing team performance, managing full production lifecycles, streamlining pipelines and leading external partnerships while maintaining alignment with stakeholders. Adept at balancing client and stakeholder requirements with timely delivery across global, hybrid and remote teams.

## Core Knowledge / Skills

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- **Project Management:** Agile, Scrum, Kanban, Waterfall, PRINCE2 (Expired Practitioner)
- **Planning:** Release & Sprint Planning, Capacity Planning, Milestone Management
- **Budgets:** Departmental / Team budgets, Outsource, 3rd Party
- **Workflows & Pipelines:** Custom Pipelines for Design & Art Teams, development processes.
- **Leadership:** Cross-Functional Team Leadership, Conflict Resolution, Risk Management, Mentorship
- **Relationship Management:** Client & Vendor Relationships, Account Management, Co-Dev Management, 3<sup>rd</sup> Party Vendor Management.
- **Tools:** MS Project, Jira, Confluence, Miro, Trello, MS Office, G-Suite, CAD, MS CRM, Monday.com, Perforce

## Work Experience

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### Project Manager

**DPS Games** (*Hybrid – Guildford, Surrey*), Nov 2024 – Aug 2025

- Led cross-functional development team of 15 developers focused on Game Mode and Level Design.
- Planning and execution of Early Access delivery & Early Access feature Updates.
- Delivered a new game mode within two months for release, coordinating with other teams and stakeholders.
- Fostered a live operations mindset within the team through workflow and process changes, delivering updates and hotfixes.

### Senior Producer

**Studio 397** (*Remote*), Mar 2024 – Oct 2024 (8 months)

- Led cross-functional development team of 60 Developers on live service early access title *Le Mans Ultimate*, feature updates, DLC, Patches, & Hotfixes.
- Developed process improvements to encourage closer collaboration between disciplines, leading to improved communication and alignment within the teams.
- Mentorship and line management of Junior Producer, to promote them to Mid-level within the year.
- Fostered external relationships with clients and partners for both “Le Mans Ultimate” and “rFactor2”.

### Senior Producer

**Absolutely Games** (*Hybrid – Guildford, Surrey*), Sept 2022 - Feb 2024 (1 year 6 months)

- Senior Producer responsible for leading the development team (27 Developers) on Studio’s debut title, *Classified: France ’44* and all its DLC Content.
- Point of Contact for 3<sup>rd</sup> Party Publisher, liaising with their Production and Release management teams.
- Oversaw localisation efforts, ensuring all documentation was up to date and effectively integrated.
- Line management of the internal QA team, ensuring QA processes were streamlined, reducing the time from identification to resolution in preparation for the game's launch.
- Implementation of a new set of management tools (Jira, Confluence) & associated processes, improving feature and backlog visibility for both the development team and studio stakeholders.

## **Producer / Development Manager / Senior Development Manager**

**Splash Damage** (*Onsite, then Remote – Bromley, Kent*), Mar 2018 - Aug 2022 (4 year 6 months)

- As Producer on Gears 5, managing an internal development team (47 developers) consisting of Level Design, Environment, Lighting, VFX, Technical Art, Concept Artist, Character Artists, QA & Junior Producers, while being the main point of contact for the Production and Outsource teams at The Coalition.
  - Developed Art/Outsource workflows and pipelines, improving asset creation pipelines, speeding up request-to-delivery times.
  - Implementation of improved process for Design & Art feedback, creating clearer Client/Publisher alignment from weekly review sessions.
- As Development Manager & Senior Dev Manager, I led 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 (*Boss-Alien*) on *Star Wars Hunters* (a third person hero shooter for Mobile).
  - Developed feedback processes for Design documentation, leading to quicker alignment and sign-offs.
- As Senior Development Manager, I managed the internal development team consisting of the Missions team and Level Design & Art disciplines (60 Developers) for *Transformers Reactivate* (a GaaS Third Person Brawler for PC and Consoles).
  - Developed Design/Art handover process, ensuring asset requirements were known earlier.
  - Worked with Co-Dev Studio to fully integrate developers with internal gameplay features and Level Design teams.

## **Project Manager / Producer**

**nDreams** (*Onsite - Farnborough, Hampshire*), Feb 2014 - Mar 2018 (4 years 2 months)

- Led internal cross-functional teams of 10-45 developers in the development and launch four VR titles for new hardware platforms (Oculus, VIVE, PSVR, GearVR, Microsoft Mixed Reality) and one VR title for VR Arcade Experience.
- Implementation of new planning and tracking tools (Jira), increasing team visibility and alignment on development tasks/backlog.
- Collaborated with the senior leadership team to develop and document project & production processes.
- Building relationships with 1<sup>st</sup> party platform/hardware holders for developing VR Tech & Outsource partners.
- Led internal R&D team, developing new approaches and VR best practices, which were adopted into other projects.

## **Associate Project Manager**

**Integritie** (*Portsmouth, Hampshire*), Jan 2013 – Jan 2014 (1 year 1 month)

- Achieving Prince2 Foundation & Practitioner qualification.
- Led project scoping and requirements gathering exercises for client Information capture and content management solutions.
- Oversaw both internal development projects and customer projects (new installations, updates and maintenance of SaaS solutions).

## **Producer / Production Manager**

**Climax Studio** (*Onsite – Portsmouth, Hampshire*), May 2012 – Sept 2012 (5 months)

- Transitional role, taking me from Sales and Project Management within Maritime Simulation to production roles within the Games Industry.
- Overseeing the day-to-day, Sprint & Milestone planning & resource management for 25 developers within the Environment, Boss, Cinematics teams for a 3d Person Action-adventure title for 360/PS3/PC (Game was cancelled).
- Outsource management of Cinematics OS Vendor and work with the internal team to provide feedback.
- Worked with Lead and Senior Environment artists to define milestone deliverables and ensure they are on track.

- Worked with the Boss Gameplay team to review features and mechanics regularly to refine and iterate on features.

### **Simulation System Integration Engineer**

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

- Assisting management with the development of new practices to increase development performance and efficiency.
- Organising both internal and external FAT & SATS (Factory/Site Acceptance Tests) for software and hardware projects.

### **Simulation Installation & Support Engineer / Simulation Project & Sales Manager**

**Transas Marine UK Ltd** (*Portsmouth, Hampshire*), Jun 2001 – Mar 2012 (10 years 10 months)

- Management of small to large hardware and software maritime simulations (Values ranging from £20k to £2 Million).
- Maintained existing customer base while developing new contacts and customers.
- Control of all simulation projects from UK office (UK, Portugal, Italy, South of France, Turkey, Africa).
- Worked with 3<sup>rd</sup> party hardware vendors to ensure equipment was delivered on time and to specification.
- Worked to source local contractors for building work (electrical & structural).
- Organising & execution of both internal and external FAT & SATS (Factory/Site Acceptance Tests) for software and hardware projects.

## **Education**

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### **Education**

HND Computer Systems Engineering (University of Portsmouth, 1998 – 2000)

### **Certification**

Prince2 Foundation & Practitioner (APMG International, 2013 – 2018)

Mental Health First Aider (Apr 2022 – Apr 2025)

QNUK lvl3 Emergency First Aid at Work (Mar 2023 – Mar 2026)