

UMA CLAIRE TEELOCK

Game Producer

CONTACT



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[Find my LinkedIn here](#)

TOOLS

Confluence

Jira

Microsoft Office

Adobe Suite

Google Suite

Unreal Engine

Unity

Github

SKILL SETS

Agile methodology

Multi-team management

Multi-tasking

Task management

Documentation

Effective communication

Sprint retrospectives

EXPERIENCE

Executive Producer at Fledgling Media

(June 2023 - present)

- Led two agile development teams (12 and 5 members, not including myself) producing multiple games
- Created and maintained team Confluence content collaboration and Jira project artifacts
- Tracked teams' sprint progress using stand-up meetings
- Recruited and onboarded new members to improve capacity and expertise
- Acted as the Scrum Master to achieve a consistent story point burndown
- Resolved team member conflicts and removed sprint blockages

Student Artist at Purdue Envision Center

(January 2023 - present)

- Collaborated with other artists, programmers, and clients to create animation-ready assets according to clients' needs
- Attended client and company meetings to communicate project progress and demands
- Rapidly learned new softwares as needed to adapt to project needs

EDUCATION

Purdue University: Expected graduation, December 2024

Game Development and Design, BS

Virtual Effects Compositing, BS

Animation, BS

CERTIFICATIONS



Certified ScrumMaster

Issued by Scrum Alliance

Sept 2023