Kevin Wong

thatkevinwong.com   linkedin.com/in/thatkevinwong/

Experience

PRODUCER, IAM8BIT - MULTIPLE PROJECTS   DEC 2022-CURRENT

- Led digital publishing efforts for *Escape Academy* and *Simpler Times* to build iam8bit Presents label
- Coordinated external QA, porting, and localization on iam8bit published digital titles to ship at quality.
- Conducted user research to provide robust playtest data for developers to improve game design.
- Supported retail manufacturing and production for *Cozy Grove* and *Neon White* by coordinating with vendors.
- Built and maintained budgets and project schedules to ship physical projects on time.

PRODUCER, MELESSTHANTHREE - DEATH OF A WISH   DEC 2022-CURRENT

- Kept action-RPG project on track using agile project management, working under long-term dev schedule.
- Improved internal communication with newsletters, effective task tracking, and meetings.
- Led marketing and PR efforts by coordinating resources like external PR, art, and activations.
- Handled Functional and Compatibility QA testing on PC, tracked bugs over lifecycle using Notion.

RELEASE MANAGER, BANDAI NAMCO ENTERTAINMENT - MULTIPLE PROJECTS   AUG 2021-DEC 2022

- Release Management for *Tekken 7, Gundam: Battle Operation 2, Elden Ring, Dragonball* and more
- Shipped over 100 builds, DLCs, ratings packets, and patches for PCs and consoles with live-operations support.
- Reviewed builds, marketing materials, materials and copy to ensure compliance with first-party guidelines.
- Facilitated collaboration between production, QA, PR, and parent company to reduce submissions errors.
- Got alignment on production schedules to ensure that releases shipped to retail on time.
- Prepared regular executive updates on project status, identifying key issues for stakeholders.

PRODUCER, WILLIAM CHYR STUDIO - MANIFOLD GARDEN   JUN 2019-JUL 2021

- Brought *Manifold Garden* out of an six-year development hell to critical & commercial success.
- Facilitated studio transition towards Agile project management, refining process to improve operations.
- Led the implementation of music player, alternate ending, and photo mode features with small team.
- Handled submissions, release management, and CQA for PC and Apple Arcade versions across 30 device models.
- Coordinated with external QA, porting, localization, and first parties to bring game to content complete

PRODUCER, MELESSTHANTHREE - LUCAH: BORN OF A DREAM   FEB 2018-JUL 2019

- Led production on cult-hit action game for PC, macOS, and Switch under tight budget.
- Delivered product on time by handling QA testing, release management, user research, and asset tracking.
- Handled release management and metadata coordination to create polished store pages.
- Fought scope creep in meetings to ensure polish and maintain focus on the game's base content.

Education

SCRUM Alliance - Certified Scrum Master, 2022
UC Santa Cruz – MS Games & Playable Media, 2021
USC School of Cinematic Arts – BA Interactive Entertainment, 2016

Software & Skills

Software: Confluence, JIRA, Notion, Microsoft Office, Google Sheets, First Party Portals
Skills: Project Management & Planning, Writing and Editing, Marketing, Submissions & Certification