



# Kaltin Kirby

Game Producer

## CONTACT

PHONE:  
1 (801) 347-7341

Website/Portfolio:  
[kaltinkirby.com](http://kaltinkirby.com)

EMAIL:  
[Kaltin13@gmail.com](mailto:Kaltin13@gmail.com)

## SKILLS

Agile Development  
Scrum  
Waterfall  
Milestones  
Sprint Planning  
Presentations  
Source Control  
Communication  
Organization  
Scheduling  
Task Management  
Teamwork  
Problem Solving

## SOFTWARE

Unreal 4  
Unity  
Perforce  
Github  
Photoshop  
JIRA  
Confluence  
Microsoft Office  
Gsuite

## PROJECTS

---

### Strange Creatures – Lead Producer – Unreal 4 – In Development

- Created and maintained backlog utilizing JIRA.
- Scrum Master
- Coordinated with publishing platforms to provide materials for development kits
- Fostered an environment of cooperation and respect between disciplines in the team and helped provide tools and resources for their pipelines

### Mechromancy – Producer/Lead Designer – PC – Unreal 4

- Oversaw and coordinated a team of 11 to develop an alternate controller game over the course of 3 months
- Drafted and maintained design documents, 1 pages and pitch materials.
- Coordinated with other producers to make sure that their teams had the necessary materials to keep teams running efficiently.
- Ran and led meetings with EPs.
- Helped design and build the alternate controller for the game.

### Maelstorm – Producer – PC – HTML 5

- Scrum Master
- Responsible for pitches and marketing materials
- Kept team motivated and invested in process.
- Conducted daily stand up meetings to focus the team
- Designed and implemented all current levels in game

### Opulent – Producer – PC, Windows MR – Unity

- Scrum Master
- Responsible for pitches and marketing materials
- Planned sprint backlogs
- Oversaw asset creation pipeline
- Designed, implemented and tested current playable level.

## EXPERIENCE

---

### University of Utah – Teaching Assistant

2018 - Current

- Worked with current professors and industry professionals to work with students to achieve their goals. Classes include Alternative Game Development, Game Production and Level Design

## EDUCATION

---

### Masters of Entertainment Arts and Engineering (Expected 2020)

University of Utah

Focus: Game Production

### Honors Bachelors of Fine Arts in Theatre (2014)

University of Utah

Focus: Acting