

AIDAN SUGRUE

PRODUCER

CONTACT

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SKILLS

- Project Management
- Agile Development
- Digital Art
- Sprint planning
- Product pitching
- Cross-disciplinary communication
- Risk mitigation
- Problem Solving
- Backlog management

SOFTWARE

- Jira
- Unity
- Unreal Engine 5
- Github
- Perforce
- Google Suite
- Microsoft Suite
- Adobe Creative Cloud
- Autodesk Maya

PROJECTS

Rudra: A Tale of Time - Steam

Third Eye Interactive - **Producer**

August 2022 - May 2023

- Planned, tracked and organized team sprints using Jira for a team of 17.
- Led daily standups that encouraged cross-disciplinary communication.
- Created a strong sense of team identity, organization and fostered mutual understanding to solve conflicts.
- Prepared and led presentations highlighting project progress, milestone accomplishments and deliverables.
- Organized several strike teams to successfully tackle large tasks crucial to the core design and development.
- Produced and edited all in-game cinematics.
- Managed Steam listing and prepared all promotional materials, including posters, screenshots and trailers.

Funny Kitty Stick - Alt Ctrl GDC 2023

Kindle Games - **Hardware Producer**

January 2022 - May 2022

- Planned, tracked and organized team sprints using Jira for a team of 12
- Facilitated semiweekly stand up meetings to discuss progress and identify blockers.
- Drafted and maintained design and production documentation.
- Collected playtest information and organized feedback data to efficiently communicate to the team.
- Oversaw the production and development of our alternative controller hardware.

Heist N'Heat: Infinite

EAE Game Studio - **Art Producer**

October 2021 - December 2021

- Identified, tracked and organized tasks via Jira for a team of 11.
- Created a pipeline for the art team which allowed for the completion of all vehicle, environment, and VFX assets in a timespan of two weeks.
- Prepared presentations and pitched game to both internal and public audiences.
- Assisted with the core design, including mechanics that integrated Twitch chats and allowed audience participation.

Personal Space - Steam, Google Play

Pastel Peaks Productions - **Technical Artist**

August 2019 - May 2020

- Worked as a 3D artist for environment assets.
- Prepared and implemented animations into engine.
- Developed several VFX for visual indicators, collectibles and abilities.
- Constructed whiteboxes and environments utilizing design documentation.

EDUCATION

University of Utah

August 2018 - May 2023

Master of Entertainment Arts and Engineering - Production Focus

Bachelor of Science - Games

Queensborough Community College

August 2016 - July 2018

Associate of Liberal Arts & Sciences