

# Michael Boutte

Professional summary

Experienced Game Producer with a track record of leading cross-functional teams and managing projects from concept to launch. Looking to contribute project management expertise and leadership skills to a dynamic game development studio.

Experience

## Game Producer

August 2019 - Now  
Forge Games / Los Angeles, CA

- Lead a team of 20 developers, designers, and artists through the production of an award-winning action-adventure game.
- Manage the project timeline and resources, ensuring that all milestones were met on time and within budget.
- Work closely with marketing and PR teams to align game releases with promotional campaigns, boosting player engagement.
- Implement agile workflows, which increased the team’s productivity and reduced the development cycle by 15%.


## Associate Game Producer


February 2017 - July 2019  
Stormy Studios / Santa Monica, CA


- Coordinated day-to-day operations of game development projects, ensuring communication between departments and timely completion of tasks.
- Managed risk assessments and mitigation plans, ensuring that the project stayed on track despite challenges.
- Organized game demo presentations for stakeholders, receiving positive feedback that resulted in increased funding.
- Developed production schedules and coordinated with the QA team to ensure the timely delivery of high-quality builds.

Professional development


- Completed a Game Production Bootcamp with a focus on managing live service games (2025).
- Attended the Global Jam (2023) and contributed to a successful multiplayer game prototype.

 (555) 432-1098

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 Los Angeles, CA

Links

 LinkedIn: /in/michaelboutte

Education

**Bachelor of Arts in Game Design**  
University of Southern California, Los Angeles, CA  
Graduated: 2016

Skills

Project Management (Agile, Scrum)	<div><div></div><div></div><div></div><div></div><div></div></div>
Cross-functional Team Leadership	<div><div></div><div></div><div></div><div></div><div></div></div>
Risk Management	<div><div></div><div></div><div></div><div></div><div></div></div>
Game Production Tools (JIRA, Asana)	<div><div></div><div></div><div></div><div></div><div></div></div>
Budget and Resource Management	<div><div></div><div></div><div></div><div></div><div></div></div>
Conflict Resolution	<div><div></div><div></div><div></div><div></div><div></div></div>
Milestone Tracking	<div><div></div><div></div><div></div><div></div><div></div></div>
Scheduling & Resource Allocation	<div><div></div><div></div><div></div><div></div><div></div></div>
Stakeholder Management	<div><div></div><div></div><div></div><div></div><div></div></div>
Negotiation and Vendor Management	<div><div></div><div></div><div></div><div></div><div></div></div>