








## CONTACT

 (832) 474-2446

 alejandro.ramirez.4693@gmail

 linkedin.com/in/alramirez

 alejandrolramirez.com

 Houston, TX

## ABOUT

Producer who is dedicated to the pursuit of making people happy—both with final products and the processes teams use to make them!

## SKILLS

### Productivity

- JIRA
- Monday.com
- Excel Certified

### Version Control

- Perforce
- Git
- Bitbucket

### Other

- Windows
- macOS
- Slack
- Splunk
- UE5
- Unity
- VS Code
- Python

## ACTIVITIES

- ▶ Student Activity Council President and Event Coordinator; Guildhall 2023
- ▶ Two-time Ludum Game Jam participant (2012 entry for #23 Tiny World)
- ▶ Two-time Code-a-thon participant at LightSys Technology Services: Colorado Springs, CO.

# Alejandro L. Ramirez

Video Game Producer

## GAME PROJECTS

### ▶ Lead Co-Producer | *Asurya's Embers* Aug-Dec 2023

UE5.3 | PC (Steam & Epic) | FPS | 24 devs

- Managed an immersive FPS archery combat game as Lead Co-Producer, overseeing schedule, risk assessment, and resource estimations.
- Developed comprehensive Milestone Delivery Documents defining goals, assets, risks/mitigations for each phase, ensuring transparency with stakeholders through detailed presentations.
- Conducted 40+ playtesting sessions with qualitative/quantitative feedback, video recordings, and comprehensive reports for design/polish iterations.
- Performed go/no-go evaluations for planned features like bosses, descoping elements to ensure a polished gameplay experience within scope.

### ▶ Art & Audio Producer | *SeaFeud* Feb-May 2023

UE5.2 | PC (Steam) | Arcade Racing | 47 devs

- Spearheaded art and audio asset management for a post-apocalyptic underwater racing game, overseeing 9 artists, 2 contract music composers, and audio implementation by designers/programmers.
- Implemented automated Google Sheets dashboard tracking asset requests, effort estimates, status, and team bandwidth to optimize resources, resulting in descoping one full racing track to meet milestones.
- Partnered with the Lead Artist on creating comprehensive documentation in Confluence for concept, modeling, and pipelines to enforce quality.
- Facilitated cross-functional Q&A and requirements validation between artists, designers, and engineers for seamless interdisciplinary collaboration.

## WORK HISTORY

### ▶ iOS Automation Engineer | *Apple* Mar 2015 - Jun 2022

- Managed internal CI/CD restores for nightly build validation.
- Developed reporting tools using internal bugtracker API, saving costs through issue mitigation.
- Collaborated on cross-functional initiative to optimize restore image hosting.
- Designed automated test plans to enhance functionality and user experience for Live Photo, iCloud Photo, and Apple TV.

### ▶ Software Engineer Intern for Marine Sonar | *Garmin* Jun-Aug 2014

### ▶ Web Services Intern | *Compassion International* Jun-Aug 2013

## EDUCATION

### ▶ Southern Methodist University Guildhall Grad: May 11, 2024

- Masters of Interactive Technology, Video Game Production
- Thesis: *Multiplayer game features and how they influence online disinhibition and toxic behaviors*

### ▶ LeTourneau University Grad: Dec 14, 2014

- B.S. Computer Science, Game Development and Network Security