TRAVIS FRENCH

Technical Producer

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Professional Summary

Technical Producer and certified Scrum Master with 3 shipped titles and 10+ years of technical problem-solving experience across game development roles. Proven track record leading cross-functional teams sized 3-15, establishing & adapting production processes, optimizing workflows, and creating & maintaining automation pipelines to accelerate delivery, enhance quality, and eliminate production bottlenecks.

Highlights

- 3 shipped titles
- Scrum Master certified
- Live Services XP
- Technical expert

Skills

- **Production Methodologies:** Agile/Scrum, Kanban, Sprint Planning, Backlog Grooming, Scope & Risk Management, Stakeholder Communication.
- **Tools & Pipelines:** Jira, Azure DevOps, Trello, Confluence, Unity, Unreal Engine, Git, GitHub Actions (CI/CD), Perforce (P4), PowerShell, Scripting & Automation, Steam/Steamworks

Work Experience

JuiceCube • Senior Technical Designer • Super Duper Siege

7-person Team • 4 Disciplines • Indie Project • Unity

- Shipped Demo on Steam; 1.2k+ downloads; Planned full release Q1 2027
- Owned integration, deployment & release pipelines & strategy across Steam Windows & Mac platforms, supporting dev, test, and production environments
- Owned Unity Analytics strategy, integration, data management & reporting
- Implemented player-facing gameplay features, triaged & fixed bugs, and supported upcoming content development, leading to faster feature integration
- Developed tools & systems in direct support of design, engineering & art teams, allowing better visualization and faster content iteration
- Optimized project configuration & workflows, leading to a 525% reduction in change iteration time
- Coached design & engineering teams, championing production, coding & architectural best practices, increasing overall team knowledge & effectiveness

Key Game Projects

Running Rampant • Technical Producer • Sep 2026 - Present

8-person Team • 2 Disciplines • Academic Project • Unity

- Shipped live services title targeting both PC and Android platforms
- Drove cross-functional, continuous delivery from planning through execution for player-facing content, features, and all live service development
- Translated ambiguous design & business goals into actionable plans and drove execution with minimal oversight
- Managed dependencies, risks & and blockers, communicating team needs to both internal and external stakeholders
- Coordinated design, engineering & production discussions and ceremonies, opening communication channels & keeping the team in-rhythm and in-sync

Horse Riding Classic • Technical Designer • Feb 2026

7-person Team • 1 Disciplines • Indie Project • Unity

- Shipped title on Steam - 2k+ copies sold; 98% positive reviews
- Developed player-facing gameplay features & supported content development

RAPID DESCENT • Technical Producer • Sep 2025 - Apr 2026

15-person Team • 4 Disciplines • Academic Project • Unity

- Led full-lifecycle development for a 15-person cross-functional team, establishing sprint goals and roadmaps to achieve 100% on-time delivery across all milestones
- Configured custom Jira workflows and Definition of Done standards across engineering, art, and design, eliminating task ambiguity and streamlining issue tracking
- Implemented automated Unity build pipelines, standardizing build processes and reducing manual build overhead
- Facilitated targeted scope negotiations and bi-weekly retrospectives to prevent feature creep, keeping cycle times low while preserving team velocity
- Delegated task ownership to feature leads, leading to an overall increase in autonomy, communication, ownership, and delivery

Education & Certifications

- **Bachelor of Arts in Game Design** • DigiPen Institute of Technology (Expected Grad: 2028)
- **Professional Scrum Master I (PSM I)** • Scrum.org (2021)