Jason Siow Zhi Xuan

Producer

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Work Experience:

Halfbrick Studios Pty Ltd   Australia

Producer – Live Ops (Jetpack Joyride) [Fully Remote based in Singapore]   (Jun 2022 – Current)

Game Production:

- **Managed** the overall high-level planning of the Jetpack Joyride project by working with the Product Manager **to establish high level quarterly & yearly goals that aligns with the company objectives**, and to ensure each goal is met.
- **Provided** bi-weekly updates on Project Status via Company-wide meeting, and **managed expectations of Stakeholders**.
- **Facilitated sprint ceremonies** (Sprint Planning, Reviews, Retrospectives) to ensure that **sprint goals are outlined and met**.
- **Worked** with the team to **help define and break down tasks** (Acceptance Criteria, Story Outcome), highlight dependencies and schedule work.
- **Negotiated and provided pragmatic solutions** to cross-discipline challenges to ensure that **development does not stall.**
- **Maintained** high team morale/health by **encouraging sustainable work habits** within the team and engaging with the team on a weekly basis **through routine One-on-Ones meeting**.
- Demonstrated ability to work both **autonomously and collaboratively** in a **fully remote** environment while maintaining **high standards of excellence**.

gumi Asia Pte Ltd   Singapore

Associate Producer - Development (FINAL FANTASY BRAVE EXVIUS)   (Aug 2021 – Apr 2022)

Game Development:

- Directed the day-to-day operations of the team to **ensure all deadlines are being met** and **alleviating dependencies** that blocks development through leading daily scrums and test cases reviews.
- Established internal processes which **streamlined communication & improved collaboration** between 3 different department previously working independently of each other.
- Collaborated with Management to establish GDPR compliance procedures.

Production Assistant (FINAL FANTASY BRAVE EXVIUS)   (JAN 2020 – Aug 2021)

Education:

DigiPen Institute of Technology, Singapore   (2016-2019)

➢ Bachelor of Science in Computer Science and Game Design

Singapore Polytechnic

➢ Diploma in Game Design and Development   (2010-2013)

Certification:

Certified Associate in Project Management   (MAY 2019 to MAY 2024)

➢ Issued by Project Management Institute (PMI)