

# Steve An

Video Game Producer

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*I bring out the best in my team using a balance of compassion, clarity, and creativity, optimizing pipelines and unlocking developers.*

## EXPERIENCE

### Research Producer

May – Jun 2021

Dallas Independent School District

- ✦ Facilitated weekly meetings with school officials to plan a \$30M budget project integrating learning-based games into the public-school curriculum
- ✦ Analyzed and evaluated learning-based game companies and created comprehensive reports, streamlining the onboarding process for project members
- ✦ Delivered revised product breakdowns in the early stages of planning, saving valuable time and resources for the entire project

## TEAM GAME PROJECTS

### Co-Producer

19 Developers | Jun – Dec 2021

Legend of the Outlaw Mage

Action RPG | Unreal 4 | PC

- ✦ Created milestone schedules optimized around developer-specific skills and talents, increasing team efficiency
- ✦ Fostered psychological safety in the team, boosting the team's ability to communicate and respond to potential risks in development
- ✦ Utilized Unreal Niagara knowledge to reduce pipeline inefficiencies, tripling VFX velocity

### Producer

40 Developers | Feb – May 2021

Snowpainters

Arcade Racer | Unreal 4 | PC

- ✦ Researched, evaluated, and advocated for the adoption of a third-party tool, streamlining design and art pipelines and maximizing design velocity
- ✦ Bridged communication between Art, Design, and Tools/Systems teams to customize said third party tool for the team's purposes
- ✦ Supervised playtests and condensed relevant information into actionable items

### Level Designer / Art Director

5 Developers | Jan 2021

Artifact Hunt

Puzzle Exploration | Unity | Mobile

- ✦ Employed rapid development practices to create an Android game to spec with an expedited development cycle of 14 days
- ✦ Directly communicated with a third-party contractor to create, modify, and implement art assets over multiple 1–2-day sprint periods

## RESEARCH

### "The Relationship between Player Motivation, Engagement, Games Played, Hours Played, and Rank in Runeterra-related Games"

- ✦ Recruited and gathered survey data from *League of Legends*, *Teamfight Tactics*, and *Legends of Runeterra* players using Qualtrics
- ✦ Analyzed over 2400 data points using Excel and STATA to explore trends in player personality in relation to in-game statistics and performance



## Education

**SMU Guildhall** May 2022

Master of Interactive Technology, Production

**Rice University** May 2019

Bachelor of Science, Mechanical Engineering

## Software/Tools

- ◆ JIRA
- Google G Suite
- Microsoft Suite
- Unity
- Unreal Engine 4
- Niagara (UE4)
- Helix/Perforce
- Confluence

## Skills

- ✦ Creative Problem Solving
- ✦ Servant Leadership
- ✦ Individual-based Management
- ✦ Agile Development
- ✦ Project Management
- ✦ Risk Assessment
- ✦ Communication
- ✦ Conflict Resolution

## Languages

- |          |            |
|----------|------------|
| English  | Fluent     |
|          | ● ● ● ● ●  |
| Korean   | Conversant |
|          | ● ● ● ● ●  |
| Japanese | Conversant |
|          | ● ● ● ● ●  |

## Hobbies

- ✦ Manga and Anime
- ✦ Saxophone
- ✦ Weightlifting
- ✦ Cooking
- ✦ Hedgehog Care