


NICOLE STOCKS


GAME PRODUCER


SKILLS


PSM I Certification
Unity Engine
Unreal Engine
Blender
GitHub
Jira / Align / Confluence
Agile/SAFe/Scrum/Kanban
Adobe Creative Suite
Facilitation Techniques
Team Management
Data & Metrics
Organization Skills
Triage Principles
Attention to Detail
PI Planning

CONTACT INFO

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EDUCATION

Michigan State University
August 2019 - May 2023

- B.A. Games & Interactive Media
- Minor in Game Design & Development, an application-based program ranked #1 public university in the world for game design
- 3.93 GPA; Dean's List for every semester

PROJECT EXPERIENCE

Sneakeasy – Producer / Project Manager **Jan. 2023 - May 2023**

- Elected as the producer of a 60 person interdisciplinary student-led game studio for one semester-long project
- Connected with partner universities and 5+ professorial stakeholders for feedback
- Created QA team of 10 students within the studio for consistent and thorough weekly internal playtesting

Cirro – Game Producer **Jan. 2023 - May 2023**

- Collaborated with a team of 10 students partnered with Rockstar Games mentors to make a 3D third-person adventure game
- Led biweekly sprint reviews to demo progress on various aspects of the project
- Analyzed team strengths and outsourced two team members to cover weaker areas of development

Screen Tear – Game Producer **Sep. 2022 - Dec. 2022**

- Managed an interdisciplinary team of 8 to create a real-time strategy game using agile methodology
- Implemented metrics into the game to prioritize areas of development focus through playtesting
- Used triage principles to organize workflow and prioritize key areas in order to complete around 95% of planned content

Knight by Night – Design & Art Team Director **Jan. 2022 - May 2022**

- Directed a team of 14 designers within a studio of 40 students
- Collaborated with 8 team directors to ensure shared product vision
- Navigated scope creep to ensure the minimum viable product across the project

WORK EXPERIENCE

Jackson – Strategic Support Associate **Oct. 2022 - Present**

- Served as Scrum Master for a special project, collaborating with a cross-functional agile team to integrate strategic initiatives and creative marketing content effectively
- Developed comprehensive user stories and managed the product backlog consistently during an 11-week project, ensuring clear communication of project requirements and priorities to the team
- Supported JET Delivery by managing agile teams and overseeing ceremonies in the Scrum Master role, maintaining accurate team metrics to drive data-driven decisions and project efficiency
- Tracked and communicated 4+ projects' progress to 50+ stakeholders and management staff alongside managing product backlogs with 2+ product owners

MSU Museum – Project Manager **Dec. 2022 - Nov. 2023**

- Directed a team of 5 undergraduate and graduate students on an educational project partnered with the Smithsonian Museum
- Led public review events to demo application to key Smithsonian stakeholders
- Monitored project scope to ensure a feature-complete project at the end of the project timeline