

SARAH SPIERS

Award-winning producer with 5+ years of leading efficient and interdisciplinary teams to create playful experiences for users of all ages.

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WORK EXPERIENCE

Lead Program Producer | Dec '20 - Present
IGDA Foundation

Producer | Sep '20 - Present
Studio Drydock

Producer | Jan '18 - Sep '20
Filament Games

Program Manager | Oct '17 - Nov '20
IGDA Foundation

Contract Producer | Aug - Nov '17
Earplay, Inc.

Production Assistant | Aug '16 - May '17
The Deep End Games

Production Assistant | Aug '15 - Dec '16
The Engagement Lab

Production Intern | Jun - Jul '15
Quill.org

PROFESSIONAL PILLARS

LEADERSHIP AND STRATEGY

- Served as Lead Producer on 10+ projects with varying levels of scope, length, budget and team size ranging from 5 - 20+ developers.
- Worked with the sales team to create quotes, budgets, SOWs, timelines, and consultant agreements for projects ranging from 30k to 1M+.
- Acted as production team lead, mentoring new developers and managers onto the production process at Studio Drydock and Filament Games.
- Improved sprint retro process by facilitating interdisciplinary communication and documenting individual successes to evaluate employee growth.
- Served as the development staff representative for Filament Games's culture improvement initiative.

PROJECT MANAGEMENT

- Managed and communicated project expectations around Quality Assurance and coordinated with the development team to ensure timely and regular builds.
- Prioritized product backlog to ensure client and project goals were met while keeping the project in scope and within the allotted timeline.
- Conducted playtesting sessions with users and provided detailed reports to internal and external stakeholders.
- Assisted Filament's Director of Studio Operations with compiling and presenting company-wide allocation reports.
- Reviewed, prioritized, and tracked defects using JIRA and GitHub issue tracker in collaboration with the Quality Assurance team.

COMMUNICATION

- Oversaw day to day communication for Earplay's tech, narrative, design, audio, and content QA teams, comprising of international developers.
- Established strong rapport with external stakeholders leading to long-term relationships with multiple projects.
- Spoke at multiple live events (M+Dev, PixelPop) and private organizations (Code Coven) about building healthier workplace cultures.
- Coordinated live showcasing events with vendors including PAX East and Indie Megabooth at GDC 2017.

SKILLS AND TOOLS

Agile, Waterfall
JIRA, Asana, Trello
MS Project and Office Suite
Perforce, Github, TortoiseSVN
Confluence, Google Suite

HIGHLIGHTED GAMES

Scholastic W.O.R.D - Filament Games

PC (Web), Android/iOS Tablets
2019 *Serious Games Gold Recipient*
2019 *BESSIES Award Winner*
2019 *SIIA CODiE Award Finalist*

The Daily 5/9 - Earplay

Amazon Echo Devices
2019 *Webby Awards - Apps, Mobile, & Voice Best Writing Winner*
2019 *Webby Awards - Apps, Mobile, & Voice Best PCA*
2019 *Voice Summit Awards - Best Game*

Perception - The Deep End Games

PC, Playstation, Oculus, Xbox, Switch
2018 *Bit Awards Game of the Year*
2016 *Boston FIG Best in Show*
2016 *Boston FIG Best Narrative Game*

EDUCATION AND AWARDS

BA Visual and Media Arts, Interactive Media Production
Emerson College, 2017

Certificate in Business of Games and Entrepreneurship
Michigan State University, 2016
Funding models, leadership styles, and agile fundamentals

Forbes 30 Under 30 Finalist, Games
Forbes, 2020

IGDA MVP Volunteer Award
IGDA Organization, 2019

IGDA Foundation Scholar
IGDA Foundation, 2017

Girls Make Games Fellow
Girls Make Games, 2017

Forbes 30 Under 30 Scholar
Forbes, 2016