

Payton Hansen

Leadership and Production Assistant

Contact

- Paytonehansen@gmail.com
- (540) 480-1863
- [Portfolio](#)
- [LinkedIn](#)

Education

- Bachelor of Science in Games, University of Utah

Hard Skills

- Microsoft Office Suite (Outlook, Word, Powerpoint, Excel)
- Jira, Trello, HackNPlan
- Unreal Engine 5
- Google Suite
- Adobe Creative Suite
- Miro

Soft Skills

- Cross-Functional Collaboration
- Stakeholder Communication
- Conflict Resolution
- Strategic Planning
- Workflow Management
- Interpersonal Teamwork

🔗 Experience

Producer, Infinite Digital Monkeys

August 2023 — Present

- Led a nine-person sub team within a 31-person studio, delivering a first-person adventure puzzle game with over 25,000 downloads on Steam
- Drove and facilitated project meetings, taking and disseminating critical notes.
- Led the coordination and scheduling of cross-functional meetings and team events
- Created and maintained roadmaps and schedules, directly contributing to global roadmap development
- Maintained and communicated the creative vision of the game, ensuring that it aligned with the project's goals and target audience
- Collaborated with cross-disciplinary leadership on project shipping, resulting in successful and on-schedule game launch
- Collaborated with project leads on presentation creation and support, effectively presenting Milestone updates to primary stakeholders
- Directly assisted studio head in the coordination and scheduling of cross-functional meetings and team events

Design Assistant, Elegante Interiors & Design

August 2022 — Present

- Assisted lead designers with the creation and development of design concepts and layouts
- Prepared and maintained design schedules, including drawings and specifications for multiple teams on multiple concurrent jobs
- Managed, itemized and delivered invoices to design team and project clientele
- Liaised with vendors and suppliers to obtain samples, pricing, and product availability
- Coordinated and communicated project details and schedules, ensuring that milestones are achieved within time and budget constraints
- Participated in site visits to assess project progress, and ensured design specifications were being met

Producer & 2D Artist, Biodegradable Barry Team

January 2023 — May 2023

- Developed and communicated project vision including narrative and artistic direction
- Created and maintained working project documents and schedules promoting optimal delivery cadence
- Generated 2D animations for 2 game characters and 2 environments, including frame-by-frame animation and sprite sheets
- Worked closely with project stakeholders, designers and engineering to develop and execute full asset pipeline

Outdoor Garden Associate, Lowe's Home Improvement

April 2020 — August 2022

- Provided exceptional service to prospective clientele, assisting customers with inquiries and product recommendations