

— *I turn chaos into structure.*

Games producer with 25 years across games, live entertainment and complex enterprise delivery. I lead production from a people-first perspective, with frameworks that enable great work rather than constrain it. I've owned production pipelines at game studios, shipped 28 titles end-to-end, and delivered 11+ Unreal Engine live events serving thousands of concurrent players.

EXPERIENCE

Mar 2026 – Present

Senior Project Manager

Jean Edwards Consulting

Leading client delivery projects end-to-end. Owning scope, milestones and delivery rhythm, and coaching teams toward ways of working that fit them.

Aug 2025 – Nov 2025

Production Manager · Freelance

Nexus Studios

Hands-on production support during critical delivery phases on a fast-moving creative project, freeing senior leaders to focus on customer liaison while keeping delivery pace.

Feb 2023 – Jul 2025

Senior Producer / Head of QA

Improbable / Imporium (Improbable Venture)

- Led production on Unreal Engine-powered virtual world live events, each serving thousands of concurrent players in real-time multiplayer.
- Owned product delivery end-to-end, from scoping through live event and iteration; shipped 11+ large-scale events including NPC Snatchers, HotShots, Game4Ukraine and Beyond the Pitch with Zinchenko.
- Led and coached the QA team; introduced a QA operating model that improved release quality.
- Bridged cross-functional teams, aligned vision, and coached better ways of working without red tape.

Aug 2021 – Feb 2023

Senior Development Manager

CCP Games

- Led the Missions Team; redesigned delivery systems and planning rhythms to increase predictability across engineering and design.
- Introduced frameworks that clarified scope, ownership and progress; lifted delivery consistency across multiple feature streams.
- Acted as the link between leadership and production, translating creative goals into realistic, trackable outcomes.

2016 – 2021

Senior Risk Manager / Product Owner

Lloyds Banking Group

Embedded risk management into engineering and AI teams without slowing delivery. Created new digital risk frameworks rolled out across the bank; advised the CIO and CDO on technology posture, accelerating approvals on major AI and cloud initiatives.

2013 – 2016

Digital Project Manager / Delivery Roles

Accenture (FCA · AstraZeneca · Discovery Channel · others)

Delivered digital projects for global clients through structured rollouts. Improved campaign velocity by unifying agencies and client teams; the delivery template established here became the standard for future client work.

Early Career · Games Production

Electronic Arts · Zoë Mode · nDreams · Eidos · SCi Games

Started in QA at SCi Games (2000) and progressed to Production. 28 shipped titles across PS2, PS3, PSP, Xbox, Xbox 360, Wii, Nintendo DS, GameCube, Windows and Dreamcast.

SHIPPED HIGHLIGHTS

Harry Potter: Deathly Hallows Pt 1 & 2	2010–11	SummerCrush · Halloween · Spacerace	Live events
Grease Dance	2012	NPC Snatchers · HotShots · Mashup	Live events
Prism: Light the Way	2007	Game4Ukraine · Clash of Fans	Live events
Reservoir Dogs	2006	Beyond the Pitch with Zinchenko	Live events
Conflict: Global Terror	2005	Full game credits on	mobygames.com/person/38216
Constantine	2005	MobyGames	
Richard Burns Rally	2004		
Conflict: Desert Storm series	2002–03		

WHAT I BRING

- ✓ **Pipeline ownership:** delivery systems built and iterated end-to-end, connecting strategy to how teams actually work.
- ✓ **Cross-functional alignment:** connecting technical, creative and business perspectives so decisions happen quickly.
- ✓ **People-first approach:** building high-performing teams where ownership and innovation are the expectation.
- ✓ **Delivery leadership:** strong record shipping on time and scope; fluent in Scrum, Kanban, Waterfall and hybrid.
- ✓ **Partner management:** clear communicator with publishers and platform holders; tradeoff conversations that protect value.
- ✓ **Hands-on tooling:** Jira, workflows and the systems that help teams deliver.

SELECTED WORK, IN MOTION

NPC Snatchers · Edison.wtf interactive event	youtu.be/IKrL23m6c8w
HotShots · Edison.wtf interactive event	youtu.be/qb0MmpNKjAQ
Mashup · Edison.wtf interactive event	youtu.be/U3f92qSTe8Q
Game4Ukraine · Victory League fan experience	youtu.be/oYuI1J5yEuM
Beyond the Pitch with Zinchenko · Victory League	youtu.be/F97RQRLddAI
Clash of Fans · Victory League fan experience	youtu.be/4fKZbeCofV8