

JACOB LEE

PRODUCER

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EXPERIENCE AND PROJECTS

Game Production Co-Op Intern | [Blizzard Entertainment](#) | [Diablo 4™](#) | **June 2025 - December 2025**

- Tools Production: Organized and facilitated monthly agile sprint planning & ceremonies, triaged teamwide pain points into Jira tasks and bugs, and delegated in partnership with my Lead.
- Developed an updated velocity-tracking system via Excel now used across Diablo 4 Tools Production, as well as updated documentation on Confluence.
- VO Production: Assisted with planning coverage for narrative, cinematic, and audio teams' content, abiding by SAG-AFTRA rules, planned and imported 4500+ exertions / lines, and triaged bugs based on risk analysis across branches, live versions, and localization.
- Drove 3000+ game asset adjustments for Diablo 4 China launch (Base Game, Vessel of Hatred, and Lord of Hatred); managed risk with Live Ops, priorities, deadlines, and stakeholder expectations.

Game Design Teacher's Assistant | [Bradley University](#) | **April 2024 - May 2025**

- Supported 90+ first year students over a semester by aiding on debugging and triaging tasks on their Unity projects.
- Provided design feedback, developed and demonstrated pseudo-projects, and proposed enhancements to improve project functionality and quality, resulting in a 14% increase in overall class grade average and 9% increase in retention.
- Oversaw roadmapping, triaging, and scope control efforts by students, aiding when requested.

Producer | [Kick The Styx](#) | **Aug 2024 - December 2024**

- Oversaw 10 ICs of differing disciplines utilizing Kanban and Jira, delegated and triaged tasks, and enacted Scrum ceremonies like retrospectives on 6 bi-weekly sprints and upon milestone completion.
- Encouraged constant QA/Playtesting and enforced Pull-Requests for GitHub documentation.
- Demonstrated risk management by all deadlines and quality standards met stakeholder expectations, alongside 6 playtest sessions (averaging 91% satisfaction rate amongst 30+ playtesters).

Producer (assisted with UI/UX and Game Design) | [Skyterra](#) | **Aug 2023 - Dec 2023**

- Collaborated with ICs, managing 130+ tasks via Trello, enforcing QA practices such as pull requests.
- Utilized Kanban methodology with Agile elements to ensure milestones were delivered on schedule, within scope, and met quality standards. Assisted with UI/UX and Game Design to aid ICs.
- Organized, analyzed, and documented feedback from 30+ playtesters, leading to a 94% satisfaction rating after 4 weeks of iterative testing.

EDUCATION

- Bradley University (Aug 2022 - May 2026) - GPA: 3.98 - Summa Cum Laude
- Bachelor of Science in Game Design (Game Production Concentration) - Minor(s): CS (Computer Game Technologies) and UI/UX

SKILLS

Unity (2D/3D), Programming (C#, Java, C++), Jira, Trello, Miro, GitHub, Google Workspace, Figma, Adobe Creative Cloud, Agile Development (**CSM Certified**), Video Editing (HitFilm/Premiere), Proprietary Tools & Software, Confluence, Risk Management and Analysis, Jenkins

ACCOLADES

- Advanced Placement Scholar Award for Computer Science (AP)
- **4th Place Best Narrative Game & 3rd Place Best Biographical Game** - IndieCade Hidden Heroes Game Jam (2023)
- Dean's List (All 8 consecutive semesters)