

Alejandro L. Ramirez

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GAME PROJECTS



Plano, TX
Oct, 2024 - Nov, 2025

PRODUCER

UE5 3D squad-based RTS roguelite

- Coordinated production lifecycle for a 30+ person studio; from game demo to 1.0 launch on Steam and EGS
- Ran daily scrum meetings and milestone planning syncs to keep contributing team and studio leadership priorities aligned
- Created custom Jira dashboards, sheets, and rules; bringing 100+ issues to 0 showstoppers per 2-month milestone
- Used time estimation budget tool to negotiate scope and quality, leading to cutting ~15 of 120 planned units for launch
- Managed compliance for grants, including a custom 3,000+ Jira issue reporting tool for the Texas Film Commission
- Used bulk issue importing to offload task creation from art team and saving 8+ hours of time per 100 issues imported



Dallas, TX
Jul, 2023 - Jan, 2024

CO-LEAD PRODUCER/ART LINE PRODUCER

UE5 3D FPS adventure

- Coordinated production lifecycle for a 24 person studio; from prototype to launch on Steam and EGS
- Ran daily scrum meetings and scope meetings for 7-man art team
- Created milestone delivery documents and presentation materials for stakeholder reviews per milestone alongside co-lead
- Administered 10+ internal and external playtest sessions, presenting consolidated feedback to leads for evaluation



Dallas, TX
Jan, 2023 - May, 2023

ART LINE PRODUCER

UE5 3D arcade racer

- Assisted lead producer with production lifecycle for a 47 person studio; from concept pitch to launch on Steam and EGS
- Supported lead artist and ran daily scrum meetings for 11-man art team
- Assisted creation of milestone delivery documents and presentation materials for stakeholder reviews per milestone
- Used time estimation budget tool to reveal overrun of 100+ artist man-hours, resulting in cutting a track from development

EDUCATION

SMU Guildhall
Masters of Interactive Technology; Major in Video Game Production

Dallas, TX
May, 2024

LeTourneau University
B.S. in Computer Science; Major in Game Development & Network Security

Longview, TX
Dec, 2014

SKILLS

- **Production Methodologies:** Agile Development, Spiral Model, Scrum Master
- **Productivity Tools/Task Trackers:** Jira, Monday.com, Google Workspace, Excel Certified
- **Programming:** Python, Swift, C++, JavaScript, Google Sheets API
- **Version Control:** Perforce, Git

OTHER CAREER

Apple Inc
iOS AUTOMATION SOFTWARE ENGINEER

Cupertino, CA
Mar, 2015 - Jun, 2022

- Owner and maintainer of Apple's internal build install and root testing tool, running 1K+ runs daily
- Contributor for first-party app UI automation libraries