

# Servando Melendrez

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## Aspiring Game Producer | Project Lead | Game Development Student

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### Professional Summary

Aspiring Game Producer with hands-on experience leading student game teams, managing agile workflows, and coordinating cross-discipline development. Experienced in sprint planning, task tracking, and team communication using tools like Jira. Strong focus on keeping projects organized, identifying blockers, and supporting teams from concept through iteration and delivery.

### Education

**Bachelor of Science - Computer Animation & Game Development, Game Development Option** | California State University, Chico | Expected May 2026  
GPA: 3.54 | Latin Honors: Cum Laude

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### Production Experience

**Producer - Paranoia (CAGD 470)** | California State University, Chico | Jan 2026 - Present

- Lead production for a team-based horror game currently in beta development, helping organize scope, priorities, and iteration.
- Manage Jira boards, task tracking, sprint planning, reviews, and follow-ups across designers, programmers, and artists.
- Identify blockers early, coordinate solutions with team members, and help maintain development momentum through each sprint.
- Support playtesting, feedback review, and issue tracking to improve the player experience and prepare the project for release.

**Producer - Sky Striders (CAGD 370)** | California State University, Chico | Aug 2024 - Dec 2024

- Led a small development team in creating a 3D game from concept through completion.
- Organized tasks, tracked milestones, and supported team communication throughout development.
- Helped guide iteration through playtesting, feedback, and final project delivery.

**Producer - Game Asset Production Project (CAGD 373)** | California State University, Chico | Aug 2024 - Dec 2024

- Led a student asset production team for an Uncharted-inspired environment project.

- Coordinated workflow across modeling, UVs, texturing, and scene assembly to keep deliverables moving.
- Maintained team communication and helped organize progress across the art pipeline.

#### **Project Lead - EscapyMazy Mobile Game** | De Montfort University | Sep 2025 - Jan 2026

- Led development of a mobile game project in a team-based academic environment.
- Coordinated team tasks, timelines, and communication to support steady progress and final delivery.
- Supported iterative development and helped keep the project scoped realistically for the team.

#### **Project Lead - Tank Wars AI Simulation** | De Montfort University | Sep 2025 - Jan 2026

- Led a team in developing an AI simulation project with a focus on clear planning and execution.
- Organized workflow, tracked responsibilities, and maintained communication to support team alignment.
- Helped guide the project from early concept through final deliverable.

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### Leadership & Work Experience

#### **North State Student Ambassador** | CSU Chico - Civic Engagement | Feb 2023 - Present

- Represent rural communities and support student outreach initiatives connected to Chico State.
- Lead presentations, assist with events, and communicate with students, staff, and community partners.
- Strengthened leadership, organization, public speaking, and team communication through ongoing campus work.

#### **Additional Work Experience**

- Buffalo Chips Pizza, Westwood - Employee | May 2021 - May 2022
- Paul Bunyan Resort, Lake Almanor - Employee | Jun 2019 - Aug 2019

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### Skills

**Production:** Jira, Agile workflows, sprint planning, task tracking, documentation, milestone tracking, playtesting, risk/blocker identification 120 WPM Typing Speed

**Game Development:** Unity, Unreal Engine, Autodesk Maya, Substance 3D Painter, GitHub, C#, C++, HTML, CSS

**Software:** Google Workspace, Microsoft Office, Photoshop, Premiere Pro, OBS, Discord, Trello, Dreamweaver

**Communication:** Team leadership, cross-discipline collaboration, organization, problem solving, English (proficient), Spanish (intermediate)