



DEEPRASHMI NATH

Game Producer

 [linkedin.com/in/deeprashminath/](https://www.linkedin.com/in/deeprashminath/)  www.deeprashminath.com

801 919 5631

deeprash01@gmail.com



EXPERIENCE

Gearbox Software | Frisco, Texas, USA

May 2022 – Present

Associate Producer (TTWL, Unannounced Project, BL3 Switch, Risk of Rain 2)

- ❖ Produced Tiny Tina's Wonderlands post-launch content (DLC1 – DLC4 and weekly updates, holiday drops) collaborating with designers, engineers, marketing, and QA
- ❖ Led the initiative for TTWL lifetime automation ensuring continuous pseudo-random weekly content with minimal personnel involvement
- ❖ Devised roadmaps, milestone goals and sprint plans as the producer for the animation, cinematic and mocap departments at a partner studio on unannounced project
- ❖ Formulated cycle plannings and outlined ideation to development roadmaps for Risk of Rain 2 DLCs and minor content updates
- ❖ Partnered with 2K and Gearbox producers and 3rd party studios to triage, resolve and publish Borderlands 3 on Nintendo Switch

WB Games Avalanche | Salt Lake City, Utah, USA

Jun 2021 – Apr 2022

Production Coordinator on Hogwarts Legacy

- ❖ Created and maintained Kanban and Agile Jira boards along with Confluence pages ensuring well-defined sprint and milestone goals for the VFX, Audio and Tutorial team
- ❖ Assessed chronological dependencies, personnel availability, and timing locks to produce actionable priority task list aligning with the milestone build deliverable
- ❖ Drove stand-ups and meetings with mission producers and strike teams to get art direction clarifications and promote a periodic review process
- ❖ Maintained documentation, weekly reports, burndown charts and milestone reports to accurately represent progress over time to directors and stakeholders

PwC (PricewaterhouseCoopers) | Kolkata, India

Dec 2018 – Jun 2019

Associate, PwC Auditing Team

Infosys Limited | Mysore, India

Jul 2015 – Jun 2018

Senior Systems Engineer, Microsoft Technologies



PROJECTS

Souls of the Wind (Trailer | [Steam](#)) | Producer & Game Designer

A third-person puzzle platformer where you control the power of the four winds

- ❖ Planned and managed sprints, product, and sprint backlogs through task tracking in Jira leading to periodic quality checks and bug-free builds
- ❖ Ensured collaboration between artists, technical artists, and engineers by ensuring transparent communication through Jira tickets and charts (Gantt and Burndown)



EDUCATION

University of Utah | Utah, USA

Aug 2019 – May 2021

Master of Entertainment Arts & Engineering, Production Track

West Bengal University of Technology | Kolkata, India

Jun 2011 – Jun 2015

Bachelor of Technology, Electronics & Communication Engg.



SKILLS

Project Management Tools

Jira, Confluence, Google Suite

Version Control Software

Perforce, Git, Team Foundation Server

Software

Visual Studio, Unity, Unreal Engine 4, Maya, Substance Designer, Shotgrid, Photoshop

Programming Languages

C++, C#, Python & UE4 Blueprints

Database Management

Oracle & SQL

Software Engineering

Software Development Life Cycle (SDLC), Agile, Kanban and Scrum Methodologies, Algorithms & Data Structures



AWARDS & CERTIFICATIONS

Programming through C/C++

Oracle with Java

National Institute of Electronics & Information Technology

Exam 483: Programming in C#

Microsoft

Agile with Atlassian Jira

Atlassian, Coursera

Algorithmic Toolbox

University of California San Diego & National Research University, Higher School of Economics, Coursera

Certificate of Appreciation for UI/UX Design

Infosys Limited