

# DYLAN SHAFFER MURPHY

## Games Producer

### CONTACT



San Francisco, CA



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### EDUCATION

#### University of Utah Bachelor of Science, Games/Production

- GPA 3.96
- Dean's List all semesters

Graduated May 2025

### KEY SKILLS

- Scrum, Agile, Waterfall, Kanban
- Project & Task Management
- Budget & Timeline Constraints
- Cross-Functional Team Communication
- Backlog Management/Prioritization
- Asset Pipeline Tracking
- Stakeholder Relationship Management
- Bug Tracking & Management
- User Experience Testing
- Performance Capture Experience
- Live Ops Experience

### TECHNICAL SKILLS

- Jira / Confluence / Monday.com / Trello / Airtable
- Miro / Nuclino
- Adobe Creative Suite
- Google Workspace
- Microsoft Office Suite
- Unreal Engine 4 & 5 / Unity
- GitHub / Perforce
- Familiarity with C#, Python, C++

People-focused, results-driven Games Producer with 5+ years of empowering cross-functional teams to create high quality, player-first games. I use my background in service-based leadership to elevate team members and improve organizational processes. I am very proactive in my efforts to identify risk areas and provide efficient, team-oriented solutions.

### GAMES PRODUCTION EXPERIENCE

**Lucasfilm Games** | San Francisco, CA

**Assistant Producer** | June 2025 – Current

- Supported internal production processes and collaborated with brand partners across a multitude of titles, including *Star Wars Eclipse*, *Star Wars: Galactic Racer*, *Indiana Jones and the Great Circle DLC*, *Destiny 2: Renegades*, and more to achieve high quality, brand-elevating game experiences
- Proposed and helped implement new project tracking, archiving, and information systems which strengthened partner relationships, increased internal visibility, and improved accountability and follow-through on action items
- Assisted with partner submissions, onsite summits, meetings, and project goal alignment
- Performed intensive game build reviews, testing for UX, brand issues, and creative fidelity

**Octothorpe** | Salt Lake City, UT

**Assistant Producer** | June 2024 – June 2025

- Met with company stakeholders and developers regularly to manage project roadmaps and marketing strategy; delivering the physical card game *Singularity.exe*
- Maintained and adjusted production goals, managed design and UX task backlogs, and assisted with tracking marketing assets
- Led weekly production-focused meetings, performed diligent note-taking, and followed up with team members on actionable tasks
- Helped analyze and develop new solutions for online player-driven engagement strategies, improvements to public platforms, and streamlined player-to-product pathways
- Assisted with 20+ internal playtests that supported iteration and development across design/UX

**Clockdrive Games (UofU)** | Salt Lake City, UT

**Lead Producer** | Sept. 2024 – May 2025

- Managed a 37-person university game project, *Clockwork Sword*, for 8+ months through pitch, prototype, production, release, and live operations
- Established and fostered the development of a holistic team culture and effective conflict resolution
- Coordinated with all team members to ensure effective team structure and created communication standards for efficient cross-functional teamwork.
- Oversaw the project's scope and all deliverables, owning solutions for roadblocks in leadership and cross-discipline processes
- Built discipline-specific systems for the tracking and prioritization of tasks for the design, art, & engineering teams; used Agile methodologies to comprehensively manage 400+ tasks
- Setup and managed 3 feature-focused strike teams throughout 4 months of development. Organized strike team leaders to improve production efficiency

**Firefight Games** | Boise, ID

**Producer / Founder** | Mar. 2021 – June 2022

- Recruited, organized, and directed a team of 26 volunteer developers over the course of 1 year to deliver the multiplayer first-person shooter prototype game, *Total Conflict*
- Developed skills learning plans & onboarding tools for the majority of team roles
- Performed extensive documentation for all aspects of game development. Setup Monday.com task tracking methods for all disciplines and leadership
- Managed timelines, team meetings, team disputes, and subcontracting