

PAULINE GEPILANO

GAME PRODUCER

REMOTE | GREATER PHILADELPHIA AREA

☎ Upon request

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ABOUT ME

she/her. Producer in the video game industry with hands-on experience on AAA development and indie publishing. Leads with empathy, and strives to partner with others and find opportunities to learn and grow. Loves playing video games and hanging out with my dog!

EXPERIENCE

Astra Logical

July 2023 - Dec 2023

Associate Producer (position eliminated)

Remote, US

- **Shipped Titles:** Snakebird Complete (Nintendo Switch, Epic Games Store)
- Led over half of our publishing portfolio by providing production, localization, quality assurance, and release management services to our development partners
- Established production process and workflow in a start-up environment using Notion and ClickUp
- Owned documentation and status updates, while effectively communicating with stakeholders using Slack, Notion, and Google Workspace
- Maintained and reviewed schedules, milestones, and timelines with internal and external teams

Electronic Arts

July 2022 - July 2023

Assistant Producer II - Maxis Studio (contract through Magnit Global)

Remote, US

- **Shipped Titles:** The Sims 4 Base Game Infants update, Growing Together, For Rent
- Successfully shipped features for The Sims 4 Expansion Packs and Base Game updates through project and product management, playtesting, narrative, localization, and quality assurance
- Served as the voice of the player, ensuring features meet functionality and quality standards; owned complex gameplay features that scored highest in player satisfaction and sentiment surveys
- Collaborated with a cross-discipline team by managing communication, tracking status and progress
- Prioritized feature work to guide milestones to completion, on time and at high quality using JIRA
- Identified, prioritized, and resolved potential roadblocks through effective planning, communication, and problem solving skills
- Maintained documentation through Google Drive, JIRA, Confluence, and Miro while advocating for process improvements

Mobiquity

Sept. 2018 - July 2022

Associate Producer

Nov. 2020 - July 2022

- Evaluated, analyzed, and managed potential business development opportunities for a digital agency
- Created thoughtful content for presentations and pitch strategies using Keynote and PowerPoint
- Provided project management by tracking milestones, identifying roadblocks, and providing feedback
- Utilized time management skills to estimate and manage schedules, resources, budgets, and timelines
- Managed and organized assets, collateral, and documentation using Confluence and Google Drive

Recruiter, US Talent Acquisition

Sept. 2018 - Nov. 2020

Mondo

Dec. 2017 - Aug. 2018

Technical Recruiter

EDUCATION & CERTIFICATION

The AbleGamers Charity | Certified Accessible Player Experiences® Practitioner

Temple University | Bachelor of Arts in Psychology