

BEN SULLIVAN

Producer/Project Manager | 604.561.3036 | ben@sulli.ca | <http://linkedin.sulli.ca>

SUMMARY | 8 years of experience as a Producer and Project Manager working with teams ranging from 15 to 125 developers on 7 high-profile titles. Experienced with both agile and waterfall development processes and game finaling processes including bug database management, bug triage, and QA coordination.

AREAS OF EXPERIENCE

- Scheduling, planning and resource management
- Team management & supervision
- Cross-discipline feature co-ordination
- Maintaining and encouraging quality during production & finaling
- Building, implementing and maintaining processes
- Post-launch patch, DLC and community support
- Written communication and document creation
- Metrics design and analysis

EXPERIENCE | PRODUCTION

- Managed feature designs through development to completion while balancing a team's workloads and schedules
- Worked closely with all development disciplines and teams of all sizes ensuring cohesion between disciplines and resolving blockers and dependencies
- Created a comprehensive competitive analysis document for two unreleased projects in pre-production allowing key stakeholders to review the potential of the title and make informed decisions about its future.
- Planned, documented, packaged and delivered milestones for 3 triple-A titles, effectively summarizing contents and expediting approvals

FINALING

- Coordinated the finaling process for 3 triple-A projects and directly involved in 4 others
- Managed the launch, localization process and post-launch support for 31 DLC packs for Sleeping Dogs which shipped on 3 platforms and multiple regions
- Maintained detailed bug fix/find projections to ensure resources were best utilized against risk areas
- Maintained quality and maximized fix rates during tight finaling schedules

TECHNICAL SKILLS

- Experience with data visualization and analytics of development, bug-tracking and post-ship metrics including schema creation
- Developed and implemented real-time tracking of key user stories and tasks on a team TV for real-time updates against our weekly goals
- Basic knowledge of database management (MySQL), object-oriented programming (C#, Python), Linux server management, AWS, Wordpress

MARKETING & COMMUNITY SUPPORT

- Captured in-game video, edited and produced multiple trailers and instructional videos for the SMASH+GRAB Steam Early Access launch. These can be found at www.sulli.ca
- Tracking, assessment and mitigation of customer reviews including working with players to identify and resolve technical issues in the game
- Management of the server and Wordpress backend of the Smash+Grab website

TITLES & EMPLOYMENT

2011-2016 – UNITED FRONT GAMES

SMASH+GRAB – PRODUCER
MARVEL BATTLEFIELDS – PROJECT MANAGER
HALO: THE MASTER CHIEF COLLECTION - PRODUCER
TOMB RAIDER: DEFINITIVE EDITION – PROJECT MANAGER
SLEEPING DOGS DLC CAMPAIGN – PROJECT MANAGER
SLEEPING DOGS – ASSOCIATE PRODUCER

2008-2010 – RELIC ENTERTAINMENT

DAWN OF WAR 2: CHAOS RISING – ASSISTANT PRODUCER
DAWN OF WAR 2: RETRIBUTION – ASSISTANT PRODUCER

EDUCATION

ART INSTITUTE OF VANCOUVER, BURNABY, BC
ASSOCIATE'S DEGREE IN DIGITAL FILM, SPECIALIZATION IN PRODUCTION

REFERENCES

REFERENCES AVAILABLE ON REQUEST

<http://linkedin.sulli.ca>



I can't say enough good things about Ben. Perhaps the most relevant is that Ben constantly surprised me with just

how good he was at everything I asked of him. Actually, it's more than that: Ben continually exceeded my expectations and often turned my asks into improvements to processes, systems, assets or features. Ben really does know his stuff, and isn't afraid to get his hands dirty to get things done - in fact, he relishes that, and can be trusted to see work through to the very end, regardless of the challenges along the way (and he always delivers strong results). On top of all this, Ben is a gamer, and a technophile, and brings that knowledge to work with him each day, making his work, and that of those around him, better. Not surprisingly, I would work with Ben again without hesitation!

- **Jeff O'Connell**
Head of Production



Ben Sullivan is a very clever and pragmatic individual. He approaches problems openly and with an

eagerness to solve them. I have worked closely with Ben for 2 years and I would gladly do so again. I highly recommend him.

- **Peter Lolley**
Technical Director



Ben is one of those people that you can't imagine how you possibly got things done before he was around. He and I have worked together for several years now and I hope we can continue to for many more. He is versatile, showing great skills as a Project Manager and Producer. He's technical but also creative and has great design and story-sense. Ben thinks outside the box, not just for solutions, but also on how to report that information to the rest of the time. He has written code to display real-time updates to task tracking, weekly goals and even build notes emails. Ben is a swiss-army knife, but also is able to really dig into the project management side of things. He loves data and stats, and helps derive useful information from analytics. I would highly recommend Ben for any position - he's able to learn quickly and puts 110% into everything he does.

- **Dan Sochan**
Sr. Producer