

BAYLEE REDDING

bayleerredding@gmail.com

https://www.bayleerredding.com/

Organized and reliable producer with experience in designing and producing video games. Enterprising and natural leader who succeeds at influencing and encouraging others to act.

SKILLS

- Atlassian Suite
- Miro, Asana, Slack
- Blender for 3D modeling and animation
- Microsoft Office 365, Google Suites
- GameMaker Studio 2, Unity, Construct 3
- Python, C#, JavaScript

WORK EXPERIENCE

Chapter Co-Chair

February 2023 – Present

IGDA, Austin, TX

- Reorganizing the Austin chapter to be functional again by developing a community of diverse members from the ground up.
- Organizing and planning monthly events focused on networking between developers and informative presentations.
- Planning ongoing conferences with board members and with the members of the chapter to update the community on IGDA.

Data Analyst

December 2022 – Present

GlobalLogic, Austin, TX

- Moderating a team of 40 in group sessions/projects to enhance workflow of daily tasks while problem solving any issues that occur.
- Identifying and reporting defects while providing concise feedback.
- Generate accurate project analysis reports for the team in a timely manner.
- Ensuring the accuracy and timelines of data flow while testing and running client programs.

Producer

July 2022 – Present

Freelance, Remote

- Managing a team of ten people by assigning tasks, keeping them on schedule, and planning out milestones.
- Establish, maintain, and enhance communication/relationships with each department.
- Creating official contracts for approval and delivered to the team in a timely organized manner.
- Manage production assets such as builds, marketing and reference materials, and design documents.

Quality Assurance Tester

September 2022 – December 2022

Graffiti Games, Remote

- Creating test plans to thoroughly test games.
- Identifying and reporting defects while providing concise feedback.
- Communicating thoroughly with producers regarding progress and feedback.

Camp Counselor – Producer

May 2022 – August 2022

Game Worlds, Austin, TX

- Organized and kept students focused by setting up daily sprints and assigning tasks to each child.
- Managed a team of eight students each week within a time constraint of three days to produce a prototype in a competitive environment.
- Assisted students with different software and programs.

Producer

September 2021 – May 2022

HealthStart Foundation Inc., Austin, TX

- Ensured developer adherence to schedules and tasks through enforcement of milestone approval.
- Coordinated and organized focus and play tests, and processed results.

EDUCATION

Bachelor of Arts, Video Game Development

Graduation: May 2022

St. Edwards University, Austin, TX

- GPA 3.9, Dean's List
- Dean's List Scholarship Recipient
- Leadership LLC Academic Achievement Award
- Alpha Lambda Delta Honors Society