






DENNIS BUTIYN

VIDEO GAME PRODUCER

Contact

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Skills

 Jira

 Confluence

 Project management

 Office365

 Unreal Engine 4 & 5

 Risk analysis

 Milestone planning

About Me

As a game producer, I excel in managing and caring about the people I work with. I have lead multi-disciplinary teams of 20+ developers. With strong communication skills, I have been producer of two successful projects and ensured that the team stayed motivated and focused throughout the development process.

Experience

Starbrew Games

2023 - current

Co-owner

Shareholder, producer and designer on an indie start-up company. We are continuing development on our previous title *Duckside of the Moon*

The Archipelago Promise

2022 - 2023

Producer

- Managing a year-long project with a multi-disciplinary team of 21+ developers from scratch to release.
- Making clear milestone planning for the team to work towards.
- Developed a clear progress overview by use of documentation, enabling timely identification of delays in actual progress compared to expected progress.

Duckside of the Moon

2022

Producer

- Managed a multi-disciplinary team of 22 developers during the production and release phase.
- Facilitate consistent communication with leads to maintain alignment of vision throughout the process.
- **Winner** of BUAS production of the year and design of the year awards.
- **Nominated** for the Dutch Game Awards.

Education

Creative Media and Game Technologies

2020 - 2024

Breda University of Applied Sciences

Creative Media and Game Technologies

2018 - 2020

Hogeschool Rotterdam