

Jake Silverman

GAME DESIGNER AND PRODUCER

Specializes in Game Design and Game Production

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EXPERIENCE

Chief Operations Officer - IX Studios (October 2024 - Current)

- Create and manage a pipeline for day-to-day operations in all aspects of the company
- Create and maintain a structure to ensure that each project in development has project manager assigned that understand our high bar for project quality
- Meet with our executive producer to ensure our released projects are delivering on target KPIs in a timely manner
- Scout and explore game acquisition opportunities in which we can grow our existing portfolio
- Plan and design high level roadmaps for our in-development projects that use our own IPs and branding
- Reduce communication disorganization by creating and maintain a clear responsibility and communication hierarchy
- Allowed brands a bridge into the Roblox platform by integrating their products into our experiences, such as Coldplay's first integration on the platform
- Collaborate with our CEO to help create new subsidiaries such as an on-call game production studio or education focused experiences subsidiary

Producer - IX Studios (September 2024 - October 2024)

- Work in executive capacity managing all production
- Increase consistency and reducing disjointed data by requiring monthly meetings in which each producer explains to me their next content update ensuring they are motivated by certain KPIs
- Streamline team speed by assigning each developer to the optimal team based on their strengths and weaknesses reducing team friction
- Reduce repeated and unnecessary communication to our CEO by enforcing a communication hierarchy allowing our CEO to focus on business development related activities
- Provide up to date and accurate information about game stats as well as current operations to investors or potential clients
- Reduce random spending and varied pay of developers and budgets by sitting down and budgeting each project using past data and accurate timelines measuring velocity
- Allow single point of reference for producers by assembling and providing feedback on game design documents for each game in our portfolio

Product Manager - Hide and Sneak / IX Studios (August 2024 - September 2024)

- Increased quality of updates through monitoring KPIs and making sure each subsequent content update is aimed at improving performance of specific KPIs
- Reduced communicative clutter by a enforcing single point of communication and being able to provide developers up to date information at a moments notice
- Sped up update speed by bringing on a single extra developer to help with smaller tasks allowing our senior engineers to focus on more heavy features
- Reported accurate project velocities by measuring sprint times and adjusting each subsequent project date based off the measured velocity

- Allowed more issue transparency by enforcing a Jira ticket system so each engineer is unable to forget a bug that a user reported

Gameplay Programmer - Fishing Simulator / Cloud Entertainment Inc. (March 2023 - August 2024)

- Worked as a gameplay programmer and designer for a fishing RPG that has 450 million visits in which I shipped over 30 content updates
- Designed quest systems which contained npc and narrative driven stories
- Worked across different teams such as communicating with artist and level designer's to make a great product
- Used clickup to keep track of tickets as well as planned features

Junior Gameplay Programmer - Bloopville / Bloopville Team (March 2021 - January 2022)

- Wrote gameplay systems such as a pizza minigame
- Wrote UI code to ensure fun and satisfying UI animations in accordance with the design team
- Used Monday.com to watch tickets regarding UI and any UI issues that appeared in testing