

Justin Looman

(585) 545-8741 | jlooman20002@gmail.com | justinlooman.com | [LinkedIn](#)

Professional Summary:

Motivated games producer with experience managing development features, coordinating teams and tracking progress. Skilled in organizing sprints, meeting milestone deadlines and communicating with team members to resolve conflicts. Currently working on a 2D platform fighter *Ninjas on Trampolines* as the creative producer.

RELEVANT EXPERIENCE:

[Olympus Interactive](#) (Magic Spell Studios) - Producer

January 2024 to May 2024

Ninjas on Trampolines

Rochester, NY

- Creative producer helping to imagine a new way to look at fighting games.
- Producer on the project from initial concept to publishing on Steam.
- Used trello and miro to bring art, sound, and code together in a seamless pipeline.

[CatMonkey](#) - Producer

August 2024 - December 2024

The Gateway Project

Los Angeles, CA

- Effectively fleshed out, developed and planned within the world the project lead brought forth.
- Through interpersonal communication helped 4 non game developers create quality assets and learn proper game development techniques/structures.

Xana Ad Hoc (Entrepreneurial Co-op) - Team Lead, Level Designer

June 2023 to August 2023

Changeling

Rochester, NY

- Led a team of 5 to redesign a level, using ClickUp and miro to create, explain and assign tasks.
 - Worked with various departments to incorporate new art and sounds helping to increase frame rates by 10x.
 - Created a workflow for the level to include documentation that would be used by new members in the future.
-

PERSONAL PROJECTS:

[Icarus VR](#):

- Used sprints and agile development to structure timelines for the project.
- Made adjustments to sprints as necessary in order to scope the game.
- Developed a physics based throwing system in virtual reality.

[Helpless](#): (Pirate Software Jam)

- Quickly developed a game design document, task board and idea for the game to fit within the given theme.
- Effectively managed team members and responsibilities to get the best product within the 2 week time limit.
- Brought on new members and seamlessly introduced them to the team's workflow.

[Exploding Apples](#): (RIT Game Dev Club game jam)

- Created a full game and game design document within the 46 hour time limit.
- Used Object Oriented Programming (OOP) to handle 4 different types of interactables.
- Won best gameplay.

[Doodle Day](#): (Game jam w/ Wolfjaw Studios)

- Rapid development of a game design document and tasks to get a finished product within the 24 hour time limit.
 - Worked in person using a combination of trello and a whiteboard for task management and planning of ideas.
-

EDUCATION:

Rochester Institute of Technology, Rochester, NY

Expected: December 2024

Bachelor of Science, Game Design and Development

Related Courses: Production Studio, Casual Games Development

SKILLS:

Tools: Miro, Trello, Clickup, Unreal, Unity, Visual Studios 2019, XR, Blender, Maya, MonoGame, Photoshop CC, Git