Pulkit Parashar

Producer

Over **7 years** of experience in the gaming industry, currently working at *Saber Interactive*, Portugal. A Master of Science in Game Studies and Engineering student in Austria. I specialize in creating and optimizing Production processes and love to couple my sense of player empathy with analytics to improve engagement and monetization KPIs. Quick learner and self-motivated team player.

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WORK EXPERIENCE

Producer
Saber Interactive

08/2022 - Present   *Portugal*
Manage Process Production for multiple teams
Achievements/Tasks

- Established pipelines for Design and Art teams.
- Implemented best Agile Practices and created workflows using Jira to increase team productivity.
- Contributed to developing and refining our production processes to increase studio efficiency and quality, by introducing automations.
- Owned and managed the design and art roadmap which included scheduling and tracking updates across all feature.
- Milestone planning and Task prioritization to mitigate the risks and conflicts of delivery goals to publisher.
- Post-launch, took charge of QA and Community reports to turn it into actionable for the production team.

Live Game Producer
Games2Win

02/2022 - 04/2022   *Freelance Contract*
Managing the production of Live Racing Games
Achievements/Tasks

- Used analytics to understand user behaviour optimize User funnels.
- Planned out releases, features, and events, and optimize KPIs to increase retention and revenue with the product manager.

Game Developer
SuperGaming

04/2019 - 02/2022   *India(Remotely)*
Developed and Released multiple games on Play and iOS Store on Unity
Achievements/Tasks

- Worked with the Design and Product team to analyze the data generated by the gameplay events to find churn points, variants performing better in A/B testing.
- Improved retention, engagement, KPI metrics by analyzing data.
- Conducted play-test and user interviews to understand the player behavior inside the Social Gaming Platform.

Producer
Anibrain Digital Technologies, India

08/2016 - 03/2019   *India*
Shipped multiple Experiences for various needs of clients using Unreal and Unity
Achievements/Tasks

- Understood and translated the functional and non functional requirements of clients into actionables for the team.
- Planned the backlog, timeline and deliverables of the project.
- Managed Art, Design, Dev, UI/UX team and Testing teams.

SKILL TREE

Leadership | Project Management
Live Ops | Analytics | Agile
Scrum | Feature-Driven Development
JIRA | Asana | Excel
Problem Solving | User Empathy
Strategic Thinking | Delegation
Communication | Unreal Engine 5
Unity | PC | PS5 | Xbox Series X
Android/iOS

EDUCATION

Master Game Studies and Engineering
University of Klagenfurt, Austria

10/2020 - Present
Austria
Thesis

- Player engagement and Monetization in LiveOps

CERTIFICATES

Live Ops in Games: How to Operate Free-To-Play Projects

Business of Games and Entrepreneurship

PROJECTS

Dakar Desert Rally | DistresseD

Ghost Among Us | SuperTanks

Driving Academy Simulator