

Hannah Wood



PRODUCER // PROJECT MANAGER

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Experience

December 2013 – September 2016

Project Manager, Mindwalk Studios

- Managed over a dozen outsourced teams of artists and animators by facilitating communication, organization, and accountability between outsourcers and production teams, thus establishing a high standard for management that became expected of our studio
- Motivated and supported teams to ensure client and project goals, milestones, and deliverables were met, resulting in strong, long-term client commitments and trust
- Created and implemented new processes, SOPs, and communication standards that led to company-wide efficiency increases. Many of these processes were also adopted by full-production studios, and became required for other outsourcing studios.

June 2013 – December 2013

Production Intern, 2Dawn Games

- Facilitated communication across all departments to ensure project goals and milestones were met, leading to a more cohesive team and seamless cooperation
- Facilitated the use of an agile development system, and helped establish accountability
- Helped identify roadblocks, bottlenecks, and their solutions, leading to a more efficient team

Skills and Attributes

- Excellent written and oral communication skills
- Strong project and people management skills
- Proficient in a variety of management and business tools
- Calm and deliberate, yet passionate and enthusiastic
- Self-motivated, quick to learn

Education

June 2013

Savannah College of Art and Design

Bachelor of Fine Arts, Interactive Design and Game Development

References available upon request. For more information, please visit www.hannahwoodproducer.com.