JEFF NACHBAUR (he/him)

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Summary

- 20+ years in game development spanning 30+ shipped titles as a developer, publisher, and licensor
- Development team leader with a versatile background in both production and game design
- Excellent project manager, experienced in iterative agile development methodologies, leading external co-developers & remote teams, and team tasking via tools such as JIRA, Trello, etc.
- Adept in project budgeting and scheduling, vendor negotiating/contracting/managing, and solving development pipeline issues to assure timely, high-quality deliverables
- Extensive analytical & technical skills with a comprehensive understanding of technical game design, data structures, and programming design patterns & concepts
- 5+ years in Unreal Engine 4/5, with wide-ranging experience in Blueprints & gameplay scripting
- Collaborative, empathetic, and positive team leader with outstanding communication and interpersonal skills

Professional Experience

Digital Eclipse   Emeryville, CA

Game Director / Principal Designer   November 2021 - April 2024

Production & creative lead and principal designer on *Wizardry: Proving Grounds of the Mad Overlord (2024; Unreal; PC, Console)*, reviving the *Wizardry* franchise - dormant for over 20 years in the US - by updating the foundational 1981 genre-defining, classic RPG.

- Led a cross-functional, hybrid / remote development team from concept to submission, day-to-day, over a two years development cycle, breaking down high level goals and feature definitions into actionable tasks
- Designed and directed all new game features, including the bestiary, identification system, combat visualization, "old school" options, and other game systems
- Scripted and built all user-facing interactions, both new and those interfacing with original Apple II code, through Unreal Blueprints
- Sourced and managed all external content & support vendors, including those for character art, localization, QA, and music
- Roadmapped new features, bug priorities, and quality-of-life refinements during Early Access from September 2023 through April 2024, addressing community feedback, culminating in a "Very Positive" User Review score on Steam

Executive Producer   April 2013 - November 2021

Development team lead on many shipped titles, such as *MediEvil (2019), Minecraft: New Nintendo 3DS Edition (2018), The Disney Afternoon Collection (2017), Yu-Gi-Oh! Legacy of the Duelist (2015)*, and *#IDARB (2015)*.

- Proven track record of shipping titles on-budget and on-time while balancing scope, resources, and sustainability, meeting quality standards set by clients and studio management
- Led concepting, budgeting, and estimating on dozens of work-for-hire project proposals in support of Business Development
- Cultivated multi-project, on-going relationships with clients including Sony, Microsoft, and Konami
- Identified studio resource gaps and spearheaded hiring new team members and/or establishing co-development relationships to fill them
- Established production pipelines, tools, and processes for entire studio
- Led team review of tools, documented processes, and technical lessons to inform methodologies and processes for future projects
- Mentored and coached team members by fostering individual growth commensurate with their strengths and interests

GREE International   San Francisco, CA

Business Operations Manager   May 2012 - April 2013

Established and managed the Central Production Team, focused on the primary goal of supporting and fulfilling shared production needs across three live-service mobile game groups, with the goal of increasing sustainability of successful titles and responsibly sunsetting unsuccessful ones.

- Drove cross-team coordination between Product, Engineering, Marketing, PR, QA, Community, Customer Service, Analytics, BI, and Server Ops, leading up to global launches
- Negotiated and established studio-wide vendor relationships with localization houses, font foundries, usability testing houses, and others
- Executed the implementation of company's first P&L models to establish metrics on game success and sustainability across all live titles
- Shared best practices and established production processes shared by all game teams

WB Games / Warner Bros. Interactive   Burbank, CA

Producer   June 2004 - May 2012

- Managed game projects based on multiple Warner Bros. properties, as both a publisher directly managing the developer, and as a license holder working in tandem with third-party publishers
- Guided all aspects of external development with partner developers on theatrical-IP games, including *Speed Racer*, *Happy Feet*, and *300*
- Maintained close collaborative relationships with studio IP stakeholders, including the Wachowskis, Kennedy-Miller-Mitchell (KMM), Zack & Deborah Snyder, DC Comics, and Cartoon Network
- Provided internal production support for WB Games developers Monolith and NetherRealm on *FEAR 2: Project Origin* and *Mortal Kombat* respectively

Education

University of Florida, Bachelor of Arts, English

Technical Skills

Planning	JIRA, Confluence, Trello, ClickUp, Monday, Basecamp, MS Project
Communication	Discord, Slack, Google Meet, MS Teams, Zoom
Engines & Languages	Unreal 4/5, Unreal Blueprints, Unity, C#, GODOT, GDScript
IDE's & Version Control	Visual Studio, Unity Version Control (Plastic), Perforce, SVN, Git
Documentation & Art	G Suite (Google Docs, Google Sheets, etc.), MS Office (Word, Excel, etc.), Photoshop

Full Softography available at jeffnachbaur.com