ARSHEA BIMAL

Senior Technical Producer

Industry Exp: 4+ Years

✉ arsheabimal@gmail.com

🌐 arsheabimal.com

I strive to be an advocate for the wonderful humans I work with everyday.

PROFICIENCIES

Monday, Favro, Trello
C#/Unity, C++
Google Sheets API
Miro, Canva
AWS Lex, Ink/Inkle
Zapier, IFTTT, Make
AGILE Methodologies

PLATFORM EXPERIENCE

Playstation 5
Oculus Quest, Rift
iOS (Apple Arcade)
Microsoft Store
PC

➤ WORK EXPERIENCE

TWIN SWANS / LEAD TECHNICAL PRODUCER
Mar 2022 - Dec 2022

Producing and developing a narrative horror game for Playstation 5

- Designed empathetic production processes
- Engineered game features, tools, & systems
- Steered milestone deliverables & submissions
- Calculated project scopes, schedules, & budgets
- Facilitated ops, administration, & recruiting

FUNOMENA / TECHNICAL PRODUCER II
Jul 2018 - Mar 2022

Lead production across several game projects, often using experimental technology and targeting non-traditional audiences.

- Shipped multiple titles on various platforms
- Advocated for & encouraged healthy practices
- Continually assessed scope for effective development
- Spearheaded communications with clients & partners
- Tracked and coordinated development sprints & milestones
- Preempted development roadblocks and bottlenecks
- Developed and iterated gameplay features, tools, & systems

ZYNGA / SOFTWARE ENGINEERING INTERN

May 2017 - Aug 2017

Built new live ops and game features for games on Android and iOS in an agile environment

HONEYWELL / GRAPHICS INTERN (C++)

Jan 2016 - Jul 2016

Enhanced display systems for aircrafts, Fused and stored data from various sensors, Developed an octree based evidence grid system

EDUCATION

UNIVERSITY OF SOUTHERN CALIFORNIA

Aug 2016 - May 2018

MS Computer Science (Game Development)

- Technical Assistant for "Game Prototyping". Mentored undergraduate teams.

M.S. RAMAIAH INSTITUTE OF TECHNOLOGY

Aug 2012 - Aug 2016

BE Computer Science and Engineering

AWARDS

ACADEMY OF INTERACTIVE ARTS AND SCIENCES

2017

WomenIn Games 2017 Scholar