

# JASON BRISSON

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## WORK EXPERIENCE

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### Thekla, Inc.

Feb 2024 – Present

#### Senior Producer

Seattle, WA

- Own production for a distributed team of industry veterans, leading sprint and milestone planning, localization, and stakeholder management for the development and launch of *Braid, Anniversary Edition*.
- Maintain and improve the design to art handoff process, balance and prioritize tasks in the art pipeline, and manage external publisher relationships with Sony, Microsoft, Nintendo, Meta, Netflix, and Tencent.
- Coordinate testing and bug/task tracking through internal and external databases with JIRA & Fogbugz.
- Drive the development of multiple in-studio projects, *Sokoban, Music Justice, Braid, and Boxing Day*.

### Meta

Dec 2022 – Dec 2023

#### Producer

Seattle, WA

- Managed Avatar-related 3rd party marquee partnerships (Autodesk, Microsoft, Zoom, Steam, etc).
- Coordinated engineers across 250+ teams for app migrations to resolve significant security risks.
- Parsed highly technical PRDs and synthesized complex concepts for both technical and non-technical audiences, and presented new features roadmaps in cross-discipline review sessions.

### Amazon

Jul 2021 – Dec 2022

#### Senior Producer

Seattle, WA

- Drove operational aspects of games production, onboarded and managed collaborative partner relationships with dev studios and IP partners, navigating new-to-world requirements, assessing milestone deliverables, and ultimately being responsible for the on-time delivery of games.
- Led six cross-functional teams simultaneously; two internal and four external, in total managing 50+ people.
- Supervised branded IP integration with Disney, Nickelodeon, Mattel, Hasbro, and Sesame Workshop.

### Applicity

Dec 2018 – Mar 2020

#### Senior Producer

San Francisco, CA

- Led a team of 30+ agile developers from early ideation through production and beta-testing
- Established and implemented robust gate review processes, ensuring meticulous project evaluation at key milestones.

### Pico Interactive

Apr 2015 – Feb 2018

#### Producer

San Francisco, CA

- Spearheaded roll-out of 85+ VR games on live app store, including copywriting for cross-platform marketing, and planning weekly game launches alongside VP of publishing.
- Tracked build milestones for in-house & external VR titles using Bugzilla, JIRA, and Trello.

## EDUCATION & AWARDS

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### University of California, Santa Cruz

May, 2016

#### BA, Law & Game Design

Santa Cruz, CA

- ESA LOFT Game Innovation Fellow, IGF Nuovo Award 2017, UCSC Game Design Grand Prize

## SKILLS

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Project Management, Release Manager, Production, Communication, Jira, Confluence, Certification QA, Agile Scrum, Localization Management KPIs, Excel, Process Improvement, Managing Cross Functional Teams, Leading Technical Initiatives, Product Roadmapping, Managing External & Internal Development Teams, Mentorship