Gabriel A. R. G. Stott

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Profile

As a producer, I support creative teams and bring value to projects and people. My experience managing client focused projects has given me a strong understanding of game development processes and sharpened my communication and production skills.

Hobbies

Outside of my work I love to take part in social and creative activities with friends and family. I enjoy designing and prototyping new ideas with others for game jams and personal projects. During my down time I prioritize spending time with family and friends, whether socializing or gaming together.

Games Experience

Curation

Client: Frontier Developments
Overview: Business-management simulator

Role: As a producer I planned and ran Sprints, Standups and Retrospectives. By communicating with the team and co-producer I helped make decisions within an agile methodology which secured delivery of project milestones to our client. I organized meetings and agendas with the team and our client to ensure the project was in line with client expectations and requirements. I took the project to the Barclays Games Frenzy event with my team, in London Canary Wharf. I organized travel and equipment for the event

Sounds Like Rain

Overview: Action-adventure game

Role: As a producer I organized and ran meetings with the team and tracked project milestone progress using Jira. I helped secure competitive showcasing spots at industry events such as WASD, GDLX and Barclays' Games Frenzy. I also organized travel, equipment and accommodation for these events.

Submariner

Client: The Royal Navy
Overview: Military Simulator

Role: As a producer on this project I lead client meetings where project expectations and milestones were discussed and adjusted to create realistic deliverables. This role tested my organizational and leadership experiences early in my journey, helping me develop my skills quickly.

Titled Dog Game

Overview: 3D story-puzzle game

Role: As Producer and Sound-Designer, I created ambient sound effects and contributed to the level design. Oversaw the implementation of game elements such as audio, mechanics, models and UI, in time for the deadline of the game jam.

Education & Accolades

- **Outstanding TIGA Graduate of the Year - Production/Enterprise**
- **University of Portsmouth -** 2:1 Computer Games Production (BSc)
- **Portsmouth College** - Computer Science / Maths / Creative Media

Work Experience

Porters - Assistant Manager

Duration: July 2024 - Current

Overview: Within this role I support both my general manager and team. Responsible for facilitating and overseeing the regular activities and duties of the business while upholding quality of service to company expectations. I actively assist my team providing moral and practical aid, especially during peak stress times.

The Vaults - Front of House

Duration: April 2021 - July 2024

Overview: Within this role I worked with my team to ensure customers receive luxury food and drink which meet their requirements and expectations, while offering key insights to them about similar products to improve their overall experience and grow the business.

Fisco Tools - Machine Operator

Duration: November 2019 - March 2020

Overview: While working in Fisco's tape measure factory I was responsible for operating machinery which required excellent time management and quality assurance skills. With my skill set I was able to meet order deadlines in a timely manner and deliver satisfaction to stakeholders and clients.

Halfords - Sales Assistant

Duration: January 2017 - November 2019

Overview: In this role I worked with customers to understand their needs and find products that fit their requirements, which strengthened my communication skills. Building and repairing bikes honed my problem solving skills as well as my technical and analytical mindset . Additionally I was responsible for managing the schedule for bike build times which strengthened my organizational skills.

Skills

- Jira
- Confluence
- Miro
- GitHub

- Trello
- Unity
- Unreal

- GameMaker
- C#
- C++