Julian Loaiza

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PRODUCER

PROFESSIONAL EXPERIENCE

Production/QA & Tech Student Mentor | DigiPen | Redmond, WA   **Sept 2025 - Present**

- Mentor and support 180+ students across 12 interdisciplinary game teams in Production and QA.
- Developed and distributed task management, bug reporting, and back logging resources. That over 5+ teams have adopted into their production pipeline.
- Partner with other student mentors and faculty across game design, programming and art disciplines to identify team communication breakdowns and recommend Production/QA process adjustments.
- Designed and hosted 3 workshops for Producers & Quality Advocates, translating production and QA best practices into repeatable team workflows.

PROJECTS

[Producer | Gambler's Fallacy | Team of 10 | Unity 2023.2](#)   **Sept 2024 – Apr 2025**

- Collaborated with a cross functional team of 8 programmers, 1 game designer and 1 artist.
- Owning sprint planning, task prioritization and milestone delivery to keep development on schedule.
- Oversaw the project from pre-production to shipping on Steam, by defining scope and tracking velocity to hit 6 key milestones.
- Facilitated weekly playtests to gather data on systems balance and to validate build stability. Reviewed data with system and game designers to iterate on genre defining systems.

Producer | Chemical Overdrive | Team of 10 | Unreal Engine 5.2   **Sept 2023 – Apr 2024**

- Oversaw an interdisciplinary team of 7 other programmers, 1 sound designer, and 1 artist.
- Coordinated daily production workflows in ClickUp and Excel by triaging tasks and bug reports, prioritizing work, and assigning action items to keep the team on schedule.
- Evaluated feature impact against production constraints, player and stakeholder feedback. Refactoring combat to prioritize movement mechanics.
- Adjusting sprint plans and back-log priorities based on playtest feedback and task status to maintain scope.
- Recognized a lack of interactivity with ClickUp from the team, therefore swapping and implementing task tracking standards and quality tests in Excel checklists to monitor build status, surface issues early, and guide sprints.

Producer & Tech Lead | GamJam+: Dusk | Team of 12 | Unity 6   **48 Hour Game Jam**

- Coordinated 8 programmers, 2 artists, 1 designer, and 1 sound designers to deliver a playable game under extreme time conditions, aligning scope, and deliverables across designers.
- Enabled team execution by mentoring junior programmers and coordinating integrations/bug triage to preserve build stability up to the final submission.

PRODUCTION SKILLS

Production & Tools: Agile/Scrum, Jira, ClickUp, MS Excel, PowerPoint, Production Scheduling & Milestone Planning, Task/Bug Triage, Back-log Ownership, Release Planning, Risk Identification, Task Scope Management, Perforce, GitHub
Collaboration & Communication: Cross-Functional Collaboration, Meeting Facilitation, Adaptability in Fast-Paced Environments, Conflict Resolution, Presentational Speaking

EDUCATION

DigiPen Institute of Technology | Redmond, WA
B.S. in Computer Science and Game Design   **April 2026**