

Neil London

GAME PRODUCER

Game Producer with 5+ years leading remote, cross-discipline teams through full development cycles. Proven success shipping indie titles and managing large-scale volunteer teams, with strong emphasis on communication, scheduling, and stakeholder alignment. Skilled at coordinating feedback loops, asset tracking, and documentation that ensures clarity across partners and internal teams.

CONTACT

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EXPERIENCE

Producer

Everything Must Ghost | Remote | Aug '25

- Produced and shipped a game jam title in under one week.
- Coordinated art, design, and engineering contributions to deliver on time.
- Removed technical and communication roadblocks to maintain progress under extreme time constraints.
- The game became one of the most played entries in its event, demonstrating reliable execution under tight deadlines.

Lead Game Producer (Volunteer)

Wee Tattie Studios, LTD | Remote | April '24 – June '25

- Led production for 30 remote developers across art, design, engineering, & QA.
- Built and scaled studio infrastructure including ClickUp pipelines, scheduling systems, and documentation templates.
- Castle Cairn (Vertical Slice, UE5, 2025): Restarted a stalled prototype, delivered a polished demo by creating a clear roadmap and cross-team asset review workflows.
- Standardized approvals with GDD, TDD, & Feature/Change Request processes.
- Facilitated retros, 1:1s, and partner-style reviews to keep teams aligned and issues unblocked.
- Mentored new producers and discipline leads, strengthening Agile and remote collaboration practices.

Game Producer

Freelance & Student Projects | Jan '20–April '24

- Shipped 4 titles including Bizarre Plunger Crusade (3-month dev cycle).
- Managed full project lifecycles from documentation to delivery.
- Adapted scope and timelines in response to team attrition, sustaining momentum and quality.

EDUCATION

Mt. Hood Community College

Game Development Program | Gresham, OR | Jan '20–Mar '22

Game design and scripting. Served as Game Development Tutor (Unity, Unreal, C#).

SKILLS

• Production

Agile/Scrum • Milestone
Forecasting • Risk
Management • Scope Triage
• Remote Communication

• Soft Skills

Conflict Resolution •
Mentorship • Cross-
Discipline Communication •
DEI Advocacy

• Tools

ClickUp • Google Suite •
Microsoft 365 • Perforce •
Git • Unity • Unreal Engine 5

• Data & Delivery

Iterative Testing • QA Sync •
Stakeholder Alignment

SHIPPED TITLES

Everything Must Ghost

Producer | UE5 | PC | 2025
(1-Week Dev Cycle)

Bizarre Plunger Crusade

Producer | UE4 | PC | 2023
(3-month dev cycle)

2D Space Shooter

Producer, Programmer | Unity |
WebGL | 2022

RuinVerse

Producer, Programmer | Unity |
PC/Mobile | 2021

Hacker: 1995

Producer, Programmer | Unity |
WebGL | 2020