

KIAN WOOTTON

Aspiring Game Producer | Production Placement Candidate

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I'm a BSc Immersive Technologies student at the University of Winchester with experience leading teams, and coordinating & collaborating on game development projects. I am seeking a game production placement or Associate Producer opportunity where I can contribute to planning, coordination and team delivery while continuing to develop my production expertise.

EDUCATION

BSC IMMERSIVE TECHNOLOGIES

University of Winchester | 2024 - 2027
Student Academic Representative & SSLC Chair

BTEC Level 3 National Extended Diploma | Information Technology

Exeter College | 2022
MMM (merit, merit, merit)

SKILLS

Production

- Agile Development
- Scrum
- Sprint Planning
- Task Prioritisation
- Milestone Tracking

Leadership & Communication

- Stakeholder Management
- Team Coordination
- Meeting Facilitation
- Problem Solving
- Leadership

Technical

- Unity
- GitHub
- Blender
- MS Office Suite
- C#

PROJECT EXPERIENCE

QUEBEC UNDERGROUND

[/Quebec-Underground](#)

Client Project | Team of 4 | Unity

- Acted as the main point of contact for project stakeholders, supporting communication through client calls and regular progress updates.
- Maintained project documentation, recording completed work, key decisions and project updates so stakeholders and team members could stay informed.
- Used Miro during early development to support ideation, organise feature ideas and help the team agree the project direction.
- Coordinated tasks through Ora, helping the team organise workloads, track progress and work towards project milestones.
- Liaised between the development team and the university's Audio Department to support the planning and creation of audio assets.
- Helped keep the project organised by supporting communication, documentation and task tracking across the team.

TIME HEIST

/Time-Hiest

University Game Project | Team of 6 | Unity

- Supported a six-person development team through regular stand-ups and sprint reviews, helping track progress, blockers and upcoming tasks.
 - Collaborated with programmers and designers to support feature development, testing and iteration across the project.
 - Participated in weekly stand-ups and sprint reviews to track progress and identify blockers.
 - Used version control to support project integration, team workflows and shared development.
 - Assisted with task planning and milestone delivery, helping the team organise work across development stages.
 - Contributed to gameplay and UI features while also supporting testing and refinement based on project needs.
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WORK EXPERIENCE

STUDENT ACADEMIC REPRESENTATIVE & SSLC CHAIRPERSON

University of Winchester | 2024 – Present

- Represent student feedback across multiple year groups, communicating key points to academic staff and programme teams.
- Attend SSLC meetings, contributing student perspectives and supporting discussion around course experience and improvements.
- Support university open days by speaking with prospective students and helping represent the course professionally.
- Developed communication, leadership and people-management skills through student-facing and staff-facing responsibilities.

RETAIL SUPERVISOR

Menkind

April 2023 – June 2024

- Supervised daily store operations in a fast-paced retail environment, balancing customer service, staff support and operational tasks.
 - Managed opening and closing procedures as a trusted keyholder, demonstrating reliability and responsibility.
 - Supported staff training and team coordination, helping colleagues understand daily processes and store expectations.
 - Maintained high customer-service standards while managing competing priorities during busy trading periods.
 - Selected to support another store location due to strong performance, reliability and ability to adapt to different team environments.
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ADDITIONAL INFORMATION

- Full UK Driving Licence
- Eligible to work in the UK