

Dustin Kochensparger

dustinkochensparger@gmail.com

dustinkochensparger.com

425.499.6037

Experience

Bungie

Line Producer | March 2017 - Present

Producer for Live Events. Manage several multidisciplinary small teams creating Live update content on a compressed timeline. Instill Agile values in the team to ensure quality and quick delivery. Member of the leadership team responsible for Live deliverables.

Shipped Titles: Destiny Live Events: Age of Triumph, Unreleased Project

Bungie

Associate Producer | March 2016 - March 2017

Producer for several multidisciplinary small teams, building mission, strike, and raid content. Implemented Agile processes and rolled out production software to support them. Work with design and art leadership to ensure a high quality bar for all work.

Shipped Titles: Destiny Expansion: Rise of Iron, Destiny Live Events: Festival of the Lost (2016), The Dawning

Bungie

Production Coordinator | January 2015 - February 2016

Worked with senior production staff to produce FX, Spectacle, Cinematics, Skies, World Art, and Concept Art teams. Facilitated scheduling, asset management, team communications, and meeting coordination for mission, strikes, and raid content.

Shipped Titles: Destiny Expansion: House of Wolves, Destiny Expansion: The Taken King

Uncorked Studios

Associate Producer | September 2014 - October 2014

Managed several simultaneous game and software projects, and developed schedules, budgets, and milestones. Worked with clients to maintain open communications and ensure their needs were being met. Drafted contracts for client approval.

Projects: Several Unannounced Titles

Uncorked Studios

Producer Intern | June 2014 - August 2014

Assisted the senior producers with scheduling, budgeting, and project management. Wrote documentation including contracts and client-facing reports. Assisted in cross-discipline resourcing, as well as hardware procurement.

Projects: Skype Stay Together webpage, Unity Racing Game, IoT Home Automation, iOS Internal Messaging App

Skills

Project management using Agile practices
Multidisciplinary team alignment and collaboration
Product development and delivery
Technical writing and communication

Team leadership and culture building
Project closing and efficient triage practices
Understanding of art, design, and test pipelines
Backlog creation, maintenance, updating, and closing

Tools

Productivity: Office/Drive Suites, Adobe CS 6, Confluence

Management: MS Project, Shotgun, TFS, Trello

Code: Javascript, Processing, PHP, Python

Bonus: Perforce, TortoiseSVN, NLTK

Education

Rochester Institute of Technology

B.S. in Game Design and Development | Graduated 2014

Minor in Communications

3.7/4.0 GPA | Magna Cum Laude