

RESUME – SENIOR PRODUCER

I am a Senior Producer with 13+ years of experience across a wide variety of digital projects.

While successfully leading stakeholder communications internally and externally, I define the scope of work according to budgets and project goals, design and adhere to delivery schedules, as well as hire, train, mentor, and manage global, hybrid teams of designers, developers, and more.

I have served as the senior project manager, personnel manager, and strategic advisor to leadership at my last two positions.

CHRISTIAN PETERSEN

2019 Newton St NE
Washington DC 20018
+1 (202) 627-9894
chrpetersen@outlook.com

WORK HISTORY

- MAY 2023 *Eddaheim – Production Director*
- JAN 2024 Directed production efforts for two projects, led all personnel management and successfully managed client comms and deliverables
- MAY 2022 *Eddaheim – Senior Production Consultant*
- MAY 2023 Managed development studio of 15 people, implemented agile workflow and delivery schedules to redirect focus from prototyping to client deliverables
- MAY 2022 *Magic DAYW – Senior Production Consultant*
- AUG 2023 Helped founder develop roadmap and establish a hiring strategy to build a team capable of executing on the vision set out for the product
- AUG 2020 *Paradox Interactive – Publishing Producer*
- APR 2022 Managed several ongoing projects at different production stages, significantly reduced overhead and brought projects in line with overall corporate strategy
- APR 2019 *Orthrux Studios – Producer / Studio Lead*
- JUL 2020 Righted the course for a severely off track project, successfully helped a team of 16 back refocus and re-scope to deliver on time and to unlock further project financing
- JUL 2018 *Freelancer – Design and Project Management*
- APR 2019 Worked on a variety of web design projects and consulted with small startups in Copenhagen on strategy and product planning
- JUN 2014 *MovieStarPlanet – Product Owner*
- AUG 2017 Managed an online children's game, successfully delivered steady growth in users, engagement, and monetization while coordinating releases with other teams
- JAN 2013 *Progressive Media – Design Manager*
- FEB 2014 Overseeing department of 5, successfully ensuring that multiple ongoing projects were being delivered according to briefs and that deliverables were adequately documented
- JUL 2011 *Progressive Media – Game Designer*
- DEC 2012 Responsible for production of levels for mobile games, as well as organization of assets and briefing external clients on ongoing status of deliverables

EDUCATION

- AUG 2017 *Akademiets Skoler, Copenhagen, Denmark – Visual Design*
- MAY 2018 1 year course in design, ideation, prototyping, and visual art
- FEB 2011 *Progressive Media, Aalborg, Denmark – Design Internship*
- JUL 2011 6 month internship with various tasks to get a broad sense of game design, eventually leading to a job offer in game design
- AUG 2009 *AARHUS TECH, Aarhus, Denmark – Multimedia Design*
- JUN 2011 2 year associate's degree in web design, visual design, and programming

SKILLS

Project Leadership

Agile Project Management
Backlog refinement
Client/Publisher Relations
Product management
QA management
Pipeline management

Personnel Management

Hiring
Mentoring
Employee development
Conflict resolution
HR
Cross team collaboration

Management Software

Jira & Confluence
Asana
Notion
Helix Plan
Miro
HackNPlan
MS Teams

Production Software

Photoshop
InDesign
Illustrator
Blender
Audacity

Analytics

Google Analytics
SensorTower
App Annie
Meta Ads
AdWords

Languages

English (fluent)
Danish (fluent)
German (intermediate)