

# Sharon Price

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## Senior Producer | Project Manager | Scrum Master

### **Produce results and turn things around where others stop or give up.**

Highly organized and results-oriented Producer with over 10 years of experience in game production, specializing in managing the development, scheduling, and delivery of content for AAA and indie titles.

Proven ability to build and maintain project plans, facilitate communication across teams, and ensure that artistic vision is achieved on time and within scope. Expertise in Agile methodologies. Champion of collaboration and team-first leadership, building teams with great people to build great experiences. Governed by justice, equality, diversity, and inclusion.

### **SKILLS**

Game Development | Production Schedules | Heart-centered Leadership and Strategy | Project Management | Communication | Collaboration | Innovation | Culture Champion | Certified Agile Scrum Master | Audio, Art and VFX pipelines | Atlassian: Jira and Confluence | Azure DevOps | Asset Management | Asana

### **EXPERIENCE**

#### **Producer**

*Voids Within*

*Contract – May 2025 – August 2025*

- Orchestrated project timelines, milestones, and resources, ensuring on-time delivery of key deliverables.
- Streamlined team collaboration through effective meetings, communication practices, and clear documentation of processes.
- Served as the primary point of contact for internal teams and external stakeholders, providing seamless coordination and transparency.
- Implemented a standardized asset review process, ensuring all assets met technical budgets and performance requirements.
- Increased community engagement by actively addressing feedback, making strategic announcements, and delivering key insights on strategic business planning and budgeting.

#### **Design Manager**

*Insomniac Games*

*January 2023 – January 2025*

- Lead design teams for AAA titles, including Marvel's Spiderman 2, ensuring alignment with creative vision and technical goals.
- Developed strategic roadmaps and supervised the execution of core mechanics, enhancing player engagement and satisfaction.
- Managed asset delivery pipelines involving Design, Gameplay Engineering, Environment art, cinematics, and VFX for Mission.
- Fostered a collaborative and innovative team environment, promoting inclusivity and empowerment.

**Senior Producer**

*Relic Entertainment*

*May 2018 - March 2021*

- Directed production for Age of Empires 4 Campaign, managing cross-functional teams and external partnerships to achieve project milestones.
- Implemented agile methodologies to streamline production processes, enhancing team efficiency and project outcomes.
- Cultivated strong relationships with stakeholders, ensuring alignment on project goals and deliverables.

**Senior Project Manager**

*Demonware (Activision)*

*October 2016 - June 2018*

- Managed end-to-end production for Call of Duty: World War II, optimizing workflows and maintaining budget and timeline adherence.
- Led cross-discipline teams in a fast-paced environment, fostering a culture of innovation and collaboration.
- Ensured effective communication among developers, partners, and stakeholders, enhancing project transparency and success.

**Development Director/Manager**

*BioWare Montreal / Electronic Arts (Mobile)*

*June 2014 - May 2016 / November 2011 - May 2013*

- Directed development for Mass Effect Andromeda, coordinating efforts across multiple teams to deliver high-quality content.
- Managed mobile projects, including the Scrabble franchise, focusing on strategic planning, execution, and market engagement.
- Spearheaded initiatives to improve team dynamics and productivity, contributing to successful project outcomes.

**CAREER HIGHLIGHTS****Heart-Centered Leadership and Strategy**

- Lead diverse teams with a focus on inclusivity and empowerment, fostering a culture of collaboration and creativity.
- Develop strategic roadmaps and milestones, aligning project goals with broader organizational missions.
- Champion innovative approaches to enhance team culture and productivity.

**Project Management**

- Manage teams of 5 to 150 members across all production phases for AA and AAA titles, including mobile and console projects.
- Anticipate and mitigate production challenges, ensuring successful delivery of projects under budget and time constraints.
- Direct build review processes, maintaining transparency and clear communication with stakeholders.

### **Communication and Collaboration**

- Transform communication methods to enhance clarity and efficiency across diverse teams, including programming, design, art, and VFX.
- Serve as a primary liaison for both internal stakeholders and external partners, fostering strong, collaborative relationships.

### **COMMUNITY INVOLVEMENT**

- Co-Founder, WIGI Montreal (2013)
- Co-Organizer, Vancouver Woman In Games Mentor (2016)
- Participant, Execution Labs & Pixelles Game Incubator (2013)