

Adrian Vizcarra

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Summary

Entry-level Game Producer and Project Coordinator with hands-on experience leading cross-functional teams using Agile workflows across Unity and Unreal Engine projects.

Education

College Of San Mateo

A.S., Computer Science Apps & Dev
2020 - 2023

University of California, Irvine

B.S, Game Design and Interactive Media
2023 - 2025

Projects

Producer, Sound Designer, & Level/Game Designer

July 2025 - Aug. 2025

Robert's Mad Dash - Desktop Game (Unity)

- Coordinated a cross-functional team of 13 developers, artists, and designers to deliver a playable game within a 1-month Blizzard-hosted game jam deadline
- Created SFX for the game using Audacity and helped build and design the game's map

Producer & Designer

Jan 2025 - May 2025

G-Nome - Desktop Game (Unity)

- Owned production planning by building and maintaining a Jira roadmap, including tasks, milestones, and sprint goals
- Led weekly sprint meetings and coordinated team workflows to keep development on schedule
- Directed core gameplay mechanics and designed multiple levels using 3D assets in Unity

Team Lead & Producer

Jan. 2024 - Mar. 2024

Red Goes Fasta - Desktop Game (Unity)

- Founded and led a team of 11 developers to deliver a top-down 2D racing game from concept to playable build
- Applied Agile methodologies by organizing weekly sprints and tracking progress in Trello
- Delegated tasks across disciplines while supporting alignment, momentum, and on-time delivery

Producer

Aug. 2023 - Mar. 2024

Wartorn - Desktop Game (UE5)

- Collaborated with a 27-person multidisciplinary team to produce a 3D game in Unreal Engine 5
- Led weekly stand-ups and cross-department meetings to support communication and alignment
- Reinforced Agile workflows through sprint planning, task ownership, and ongoing team support

Work Experience

Sales Associate

Jan 2026 - Present

Microcenter

- Diagnosed the hardware and software requirements of gamers, developers, and digital artists to recommend custom PC configurations that best fit their needs
- Translated complex technical jargon into clear and concise information, allowing customers to make informed purchases
- Ensured exceptional consumer experiences by utilizing active listening to diagnose technical pain points and delivering tailored hardware solutions to resolve complex user problems

Skills

Programming: C++, C#, Java, R
Productivity: Sheets/Excel, Microsoft Word, Outlook
Game Engines: Unity, Unreal Engine

Design & Productivity: Figma, Rive, Git, Trello, Jira, Miro, Perforce, AWS, Agile, Obsidian