

Daniel Fernandes Melchert

São Paulo, SP, Brazil | dfmelchert13@gmail.com | +55 11 98444-7048

[Portfolio](#) | [LinkedIn](#)

Game Producer / Project Manager

Experienced game producer with a solid background in managing full-cycle game development across multiple platforms. Proven track record in leading multidisciplinary teams, coordinating certifications, and maintaining communication with international publishers. Organized, communicative, and highly adaptable.

Skills

- Agile Development (Scrum, Kanban, Jira, Trello, ClickUp, Favro)
- Team Leadership and Cross-functional Coordination
- Certification and Publishing (Steam, Epic Games, PlayStation, Xbox, Switch)
- Roadmap Planning and Risk Mitigation
- Publisher and Stakeholder Communication
- Design Tools, Game Engines, Adobe Suite
- Localization, QA, VO Production, Store Setup

Project Spotlights

PC - Playstation - Xbox - Switch	Mobile Tablet(Pull Tabs)
Hogwarts Legacy	Aces High: Strikeforce PilotTab
Cobra Kai: Dojos Rising	Fire Fighters PilotTab
The Walking Dead: Destinies	Winter Wolves PilotTab
UDO	Mega Gold PilotTab
Mirrored Souls	Rock 'n' Gold PilotTab
HolyHunt	Bachelorette Party PilotTab

Food Boy	Buffalo Stars PilotTab
----------	------------------------

Professional Experience

TGS Gaming – Remote, SP — Full-time — Oct 2023 - Current

Project Manager

- Led a 20-member team from pre-production to launch, delivering the games on time and in line with publisher expectations.
- Managed the development of 14 electronic pull tab games within one year using Scrum methodology.
- Led agile ceremonies and communicated progress with the publisher (Pilot Games) and internal stakeholders.
- Oversaw risk mitigation strategies and timeline adjustments to ensure consistent deliveries.
- Organized and maintained the team's roadmap to align with delivery goals.
- Ensured all projects met GCB (Gaming Control Board) publishing requirements.

Flux Games – São Paulo, SP — Full-time — Oct 2021 - Nov 2023

Lead Game Producer

- Managed the development of two licensed titles, *Cobra Kai: Dojos Rising* and *The Walking Dead: Destinies*, delivering both within a one-year timeline for multiplatform release.
- Managed project roadmap and milestone deliveries with publisher (GameMill).
- Led certification processes (Sony, Microsoft, Nintendo), VO sessions and script coordination.
- Supported internal/external QA and coordinated test priorities.
- Handled store setup for achievements, builds, and platform-specific features.
- Reported project updates to internal and external stakeholders.
- Led a team of 5 producers throughout the entire development cycle of the project.

Short N Sweet / Flux Games – São Paulo, SP — Full-time — Oct 2021 - Nov 2023

Publishing Producer

- Led four agile game teams (5–10 people) through full development pipelines—from initial concept to final launch..
- Managed the publishing cycle for *Mirrored Souls*, *UDO*, *Holy Hunt*, and *Food Boy*.
- Coordinated marketing asset delivery with internal and external teams.
- Liaised with external marketing agencies to ensure timely delivery of materials.
- Submitted and certified builds across multiple platforms.
- Maintained a detailed publishing roadmap and identified risks alongside external teams.
- Collaborated with QA for testing cycles and build readiness.

Warner Bros. Avalanche – Salt Lake City, UT — Contract — Aug 2021 - Oct 2021

Level Designer

- Contributed to level design for core and optional missions in *Hogwarts Legacy*, ensuring pacing and gameplay flow aligned with narrative goals.
- Implemented missions, resolved bugs, and optimized level blueprints in Unreal Engine.
- Conducted playtests and coordinated improvements with internal departments.
- Collaborated with the narrative team to ensure coherent mission flow.
- Worked with external partners for level design and mission implementation.

Education

- *University FGV – Fundação Getúlio Vargas (Finishing in 2026)*
 - Master of Business Administration in Project Management
- *University of Utah (Graduated May 2021)*
 - B.A. in Film & Media Arts with emphasis in EAE (Games)
- *Udemy – Agile Scrum Fundamentals (Certified July 2021)*
 - Scrum Certification
- *Red Zero / Full Sail University Partnership (Graduated December 2016)*
 - Diploma in Digital Media

Languages

- Portuguese – Native

- English – Fluent
- Spanish – Intermediate

Software

- Project Management: Jira, Trello, ClickUp, Favro, Miro, Figma Jam, Notion
- Engines: Unity, Unreal Engine, GameMaker Studio
- Design & Editing: Illustrator, Photoshop, Premiere, Audition, InDesign
- DevOps: GitHub, Plastic SCM
- Other: Microsoft Office, Google Suite