Daniel Fernandes Melchert

GAME PRODUCER

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PROFESSIONAL SUMMARY

Game Producer with 5+ years of experience in the video game industry and an MBA in Project Management. Specialized in full-cycle game development across console, mobile, and electronic pull-tab games. Proven track record of leading multidisciplinary teams, managing production pipelines, and delivering projects from pre-production through launch and Live Operations. Experienced in publishing, platform certification, and stakeholder management, with a strong background collaborating with international publishers and platform partners. Skilled in Agile methodologies, cross-functional team leadership, and production management across diverse game development environments.

PROFESSIONAL EXPERIENCE

Fanatee | São Paulo, Brazil | Full-time | Jan 2026 – Present

Game Producer

- Lead cross-functional development teams of 10–15 people, including Frontend and Backend Engineers, 2D Artists, User Acquisition, and Analytics professionals.
- Oversee production planning, sprint management, task prioritization, resource allocation, and delivery schedules across multidisciplinary teams.
- Coordinate production and Live Operations for *Stop 1*, *Stop 2*, and *Word Lanes* on iOS and Android, supporting regular content updates and releases.
- Oversee the production and publishing pipeline for Fanatee's Apple Arcade titles, *Word Lanes+* and *Everyday Puzzles+*, from pre-production through launch and Live Operations.
- Coordinate directly with Apple's Producer to align milestones, deliverables, expectations, and project requirements.
- Manage platform submissions and certification processes, coordinating Apple's feedback and ensuring compliance with technical, quality, and publishing requirements.

TGS Gaming | Remote, Brazil | Full-time | Oct 2023 – Dec 2025

Project Manager – Electronic Pull Tabs (Mobile/Tablet)

- Managed the development of 14 electronic pull-tab games within one year using Scrum methodology.
- Led Agile ceremonies and communicated development progress, delivery risks, and updates to the publisher (Pilot Games) and internal stakeholders.
- Planned and maintained the team's roadmap, aligning priorities and schedules to support successful deliveries.
- Monitored project risks and timelines to keep development on track.
- Ensured projects remained aligned with Gaming Control Board (GCB) requirements for publication.

Flux Games | São Paulo, Brazil | Full-time | Oct 2021 – Nov 2023

Lead Game Producer

- Managed the production of *Cobra Kai: Dojos Rising* and *The Walking Dead: Destinies*, each developed within an approximately one-year production cycle.
- Led development teams of 5–10 people from pre-production through launch, coordinating roadmaps, milestones, and delivery schedules.
- Managed project roadmaps and milestone deliveries in coordination with publisher GameMill.
- Led platform certification processes across PlayStation, Xbox, and Nintendo, including submission planning and platform requirements.
- Coordinated VO sessions and script-related deliverables, and worked with external partners and outsourcing teams.
- Aligned internal and external QA priorities, communicated project status to stakeholders, and coordinated store setup, achievements, builds, and platform-specific information.

Short N Sweet / Flux Games | São Paulo, Brazil | Full-time | Oct 2021 – Nov 2023
Publishing Producer

- Managed publishing activities for *Mirrored Souls*, *UDO*, *Holy Hunt*, and *Food Boy*.
- Coordinated marketing asset delivery with internal teams and external marketing partners, ensuring materials were ready on schedule.
- Managed build submissions and certification processes across multiple platforms.
- Maintained publishing roadmaps, worked with external teams to identify project risks, and coordinated QA priorities and build readiness.

Warner Bros. Avalanche | Salt Lake City, Utah, USA | Contract | Aug 2021 – Oct 2021
Level Designer – Hogwarts Legacy

- Contributed to level design for main story and side missions in *Hogwarts Legacy*.
- Implemented mission content, updated mission flows, resolved bugs, and addressed issues involving level assets and Blueprints in Unreal Engine.
- Playtested levels and collaborated with narrative and other development departments to improve mission flow and gameplay experience.
- Worked with external partners on level design and mission implementation.

PROJECT SPOTLIGHTS

- **Cobra Kai: Dojos Rising** – Lead Game Producer | PC, Nintendo Switch, PlayStation, Xbox
- **The Walking Dead: Destinies** – Lead Game Producer | PC, Nintendo Switch, PlayStation, Xbox
- **Hogwarts Legacy** – Level Designer | Main story and side-mission level design
- **Word Lanes+** and **Everyday Puzzles+** – Game Producer | Apple Arcade

EDUCATION & CERTIFICATIONS

- **Fundação Getulio Vargas (FGV)** – MBA in Project Management | Completed May 16, 2026
- **University of Utah** – B.A. in Film & Media Arts, emphasis in Entertainment Arts and Engineering (EAE) | May 2021
- **Red Zero Technical Institution** – Diploma in Digital Media, in partnership with Full Sail University | Dec 2016
- **Udemy** – Agile Scrum Fundamentals Certificate | July 2021

SKILLS & TOOLS

Production: Game Production, Project Management, Agile Development, Scrum, Kanban, Roadmap Planning, Sprint Planning, Risk Mitigation, Stakeholder Management, Live Operations, Publishing, Platform Certification, QA Coordination

Project & Collaboration: Jira, Trello, Favro, ClickUp, Notion, Miro, Figma Jam

Game Development & Creative: Unity, Unreal Engine, GameMaker Studio, Autodesk Maya, MotionBuilder, Adobe Illustrator, Photoshop, Premiere Pro, Audition, InDesign

Other: Microsoft Office, Google Workspace, GitHub, Plastic SCM

LANGUAGES

Portuguese (Native) | English (Fluent) | Spanish (Intermediate)