

Wenley Shen

Producer

shenwenley@gmail.com

www.wenleyshen.com

wenley.itch.io

Skills

Production

Agile, Scrum, Kanban, Waterfall, JIRA, Confluence, Excel

Misc

Unity, Illustration, Game Design

Education

Rhode Island School of Design

Providence, Rhode Island

BFA Illustration 2018

Games

Squadron 42 | PC | TBD

Cloud Imperium Games

Associate Producer I

Star Citizen | PC | TBD

Cloud Imperium Games

Associate Producer I

Game of Thrones: Conquest | Mobile | 2017

Warner Brothers Games Boston

Live Ops QA Tester

Peach Vodka | itch.io | 2019

So Good Games (Independent)

Producer, Illustrator, & UI Designer

Experience

Cloud Imperium Games

Los Angeles, California

Associate Producer I

Jul 2021—Present

Production Assistant

Jul 2020—Jul 2021

- Planned and scheduled for the Star Citizen Character Art, Squadron 42 Character Art, and Character Tech Art teams.
- Reworked JIRA to improve pipeline visibility and implement Kanban metrics.
- Maintained clear communication of project deliverable status with stakeholders.
- Collaborated with developers to ideate solutions and proposals for risk mitigation, new features, and bug fixes.
- Reviewed and adapted the character art pipeline to improve efficiency and incorporate new tools and feature requirements.
- Supported cross-discipline Character initiatives and communication.

Warner Brothers Games Boston

Boston, Massachusetts

Live Ops QA Tester

Apr 2019—Jul 2020

- Wrote and maintained documentation on QA process and initiatives.
- Managed tasks for external QA testers.
- Tracked and managed bugs in JIRA.
- Wrote and executed test plans.
- Programmed automated test cases in C#.