Liam Dugard

Game Producer

LIAMDUGARD.COM | LINKEDIN.COM/IN/LIAMDUGARD/ | LIAMDUGARD@GMAIL.COM

Professional Summary

Accomplished Game Producer with 5 years of experience supporting game development across the industry. Proven track record partnering with producers, design, engineering, and external teams to assess new game concepts, identify production risks, clarify technical dependencies, and operationalize development workflows. Brings strong feature-level ownership experience rooted in QA-driven feasibility evaluation, documentation, and cross-functional coordination. Thrives in fast-paced environments and is passionate about innovative and non-traditional game experiences.

Key Skills

- Production support
- Scrum Methodologies
- Live Ops
- Risk/Dependency Tracking
- Stakeholder Management
- Game Development
- Adaptability
- Interpersonal Skills
- Technical Documentation
- Software: Jira, Trello, Confluence, Testrail
- Problem Solving

Certifications

- **Certified Scrum Master (CSM)**
- **Certified Product Owner (CSPO)**
- **ATSQB-ISTQB Certified Tester, Foundation Level**

Education

University of California, Santa Cruz

BA: Arts and Design: Games and Playable Media

Experience

QA Tester
Wildlight Entertainment || Highguard || Feb 2025 – Feb 2026

- Spearheaded and owned early-stage evaluation all 11 characters, 10 raid tools, and 61 weapons, providing production and stakeholders with actionable insights into scope, risks, and feasibility.
- Authored and maintained dozens of pages of cross-functional early-stage documentation for new game concepts, consolidating design intent, technical considerations, milestones, and risk areas to improve alignment across production, engineering, design, and external partners.
- Identified and communicated feature-level risks, dependencies, and potential roadblocks daily, supporting informed production decisions and improved team velocity.
- Executed and delegated dozens of testing tasks to internal and external teams to ensure MTX Items were ready for launch effectively that resulted in higher quality features ready ahead of schedule.
- Provided day-to-day production operations support by leading daily triage and prioritizing 60+ issues per day, aligning teams to protect delivery timelines and quality targets.

QA Analyst II
Sledgehammer Games || Call of Duty: MWII, Call of Duty MWIII || Jan 2022- Jan 2024

- Partnered closely with Senior Producers and Directors across multiple live and in-development titles to track feature progress, communicate risks, and clarify technical dependencies across multiple live and in-development AAA titles.
- Owned visibility into multiple development pipelines by maintaining dashboards, risk assessments, and status reporting, supporting planning, prioritization, and leadership review.
- Led and coordinated high-performing distributed teams ranging from 3 to 40 contributors, including external partners, across globally distributed development efforts.
- Designed, maintained, and executed over 1,000 test cases and strategies, enabling early identification of systemic issues and smoother downstream production.
- Fostered a transparent and collaborative team environment through daily syncs, and clear communication of priorities, risks, and next steps.

QA Analyst I
Sledgehammer Games || Call of Duty: Vanguard || Aug 2020- Jan 2022

- Gathered and consolidate feedback from stakeholders to inform project assessment, leading to smoother development and performance.
- Coordinated with External partners to investigate new features and game concepts to ensure quality content in final product.