



INTERACTIVE
EXPERIENCES
PEOPLE AND
PURPOSE

01 CONTACT

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02 SKILLS



PRODUCTION

- ◆ Sprint planning & reviews
- ◆ Scope & priority management
- ◆ Task coordination & documentation
- ◆ Stakeholder & client communication
- ◆ Cross-functional coordination
- ◆ Risk & dependency management
- ◆ Agile / Scrum workflows



GAME DEVELOPMENT
KNOWLEDGE

- ◆ Unity (C#)
- ◆ Unreal Engine
- ◆ PlayCanvas
- ◆ JavaScript



TOOLS

- ◆ Jira
- ◆ Miro
- ◆ Git / GitHub
- ◆ Unity
- ◆ Unreal Engine
- ◆ Figma
- ◆ Google Workspace

03 LANGUAGES

Dutch	Professional
English	Professional
Spanish	Native
Papiamentu	Native
French	Intermediate

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GAME PRODUCER CV

MELINA MARTINEZ

GAME PRODUCER

PLANS & WORKFLOWS FOR INTERACTIVE EXPERIENCES.

Game Producer with hands-on game design and development experience, coordinating multidisciplinary interactive projects from client requirements through delivery. Experienced in translating client needs into achievable scope, planning production, coordinating disciplines, identifying risks, and keeping teams aligned throughout development.

EXPLORE MY WORK

PRODUCTION PORTFOLIO



melinamartinez.com/production

GAMES / TRAINING
SIMULATIONS / VIRTUAL
PRODUCTION / MORE

04 PROFESSIONAL EXPERIENCE

Game Designer | Production & Project Coordination
Metaverse Solutions

2024 – Present

- Coordinated multiple client-facing Unity simulations from initial requirements through production, review, iteration, and release.
- Owned sprint planning, task breakdowns, priorities, documentation, reviews, and day-to-day coordination across design, development, art, and animation.
- Acted as a key client and stakeholder contact, translating feedback into actionable scope while protecting clarity around ownership and delivery.
- Combined production oversight with practical game design and UI/UX work, helping unblock decisions and maintain product coherence in a small team.

Content Design Intern | Creative Production
SAP Experience Center

2023 – 2024

- Supported multidisciplinary workshop projects and interactive learning experiences from ideation through prototype refinement.
- Coordinated with designers and technical contributors while creating reusable AR content for workshops.
- Coordinated client-facing video production from initial ideation and concept development through production and delivery.

05 PRODUCTION PROJECTS

Games Production — Training Simulations

2024 – Present

- Produced interactive training experiences across multiple industries, coordinating requirements, scope, tasks, reviews, and delivery.
- Maintained alignment between client needs, design intent, technical constraints, and team capacity.

The Rescue of Aiden — Film Production

2023 – 2024

- Produced a 9-month virtual-production short film with a multidisciplinary team of 25+, coordinating pre-production and production deliverables.

VANA | Narrative & Cinematic Production

2022 – 2023

- Supported planning and creative coordination for a narrative-driven 3D platformer built by a multidisciplinary 25+ student team.

06 EDUCATION

Breda University of Applied Sciences
Creative Media and Game Technologies

2020 – 2024

Bachelor's degree focused on game design, production, and interactive media, with a specialization in interaction design, user experience, and designing intuitive digital experiences.