# CHARLES TYNDAL

## GAME PRODUCER

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## EXPERIENCE

### GAME PRODUCER                                    OCT 2025 – PRESENT
*Bunderkin: The Ocular Eclipse* – Studio Zubio
- Managed a medium sized team as a solo producer to adapt existing series IP into a video game demo for Kickstarter
- Led daily stand-ups and managed scrum development
- Ran social media marketing and community management driving over 500k organic impressions a week

### LEAD PRODUCER                                    AUG 2025 – PRESENT
*Mulligan Keep* – Maven Studios
- Led production and design to develop an online co-op game for PC and Nintendo Switch
- Organized a team of 17 multi-national developers to deliver all features for sprint goals on time

### LEAD PRODUCER                                    JAN 2025 – PRESENT
*Udon Uncaged* – Uncaged Interactive          **GDC Finalist 2026**
- Managed hardware and software development of an alternative control scheme game
- Delivered the project on time and under budget while still meeting all design specifications
- Organized transport of hardware to conventions and events

### PRODUCER & DESIGNER                              AUG 2022 – AUG 2023
*And the Water Dried Up* – Louisiana Environmental Action Network
- Led group of 5 hybrid independent game developers through the creation of educational games for children
- Created three games in collaboration with a cross-functional team, averaging 3 months for each title
- Researched environmental impacts on southern waterways and developed ways to teach children about them

## ADDITIONAL WORK

### TEACHING ASSISTANT                               AUG 2025 – PRESENT
University of Utah
- Taught graduate student producers and designers practical skills in studio environments
- Managed grades and feedback for 180 students each semester

### UNREAL ENGINE DEVELOPER                          MARCH 2023 - DEC 2025
Brasfield & Gorrie
- Developed an architectural visualization pipeline from general contractor software to Unreal Engine 5
- Improved efficiency of project pursuits by developing tools used to secure large clients on rapid turnarounds

## SKILLS

Project Management

Conflict Resolution

Jira

Trello

Unreal Engine

Unity

Organization

Time Management

Social Media Management

Community Management

Davinci Resolve

Premier Pro

Logic Pro X

Excel

Design Documentation

Niagara

## EDUCATION

**UNIVERSITY OF UTAH, 2026**
MEAE, Game Production

**TULANE UNIVERSITY, 2023**
BA, Computer Science, Film Studies

## HONORS

**GDC ALT.CTRL FINALIST**
Spring 2026

**DEANS LIST, UNIVERSITY OF UTAH**
Fall 2024, Spring 2025, Fall 2025

**DEANS LIST, TULANE UNIVERSITY**
Fall 2022, Spring 2023

**BEST PROJECT: TULANE ENGINEERING CAPSTONE EXPO**
Spring 2023