

# Spencer Cohen

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## GAME PRODUCTION EXPERIENCE

### Producer

#### [Abducted Monkeys LLC](#)

03/2022 – Present | Millsboro, DE

- Produce [Trouble in Tornado Town](#) with 10 developers, achieving over 300 Steam sales and positive reviews
- Organize Agile workflow of interdisciplinary 16-developer team for upcoming title [Lockjaw: Robo-Royale](#)
- Set milestones, document bugs, and track scrum project sprints
- Account all monetary transactions of project budgets
- Lead quality assurance testing across Windows and Mac devices
- Exhibit at expos and conferences like Game Developers Conference and TooManyGames
- File legal affairs, including formation of Limited Liability Company (LLC) and drafting of developer contracts

### Assistant Producer

#### [Holy Mackerel](#)

03/2023 – 09/2023 | Philadelphia, PA

- Planned meetings, mitigated project risks, and assigned weekly tasks to 11 developers
- Optimized the development of the game's technical art, rendering, and lighting features
- Routinely updated the game's design wiki and art bible

## PROFESSIONAL EXPERIENCE

### Manufacturing Engineer Intern

Drexel University's Center for Functional Fabrics

09/2022 – 03/2023 | Philadelphia, PA

- Designed video game [Cloth Car Challenge](#) to demo novel fabric touch sensor controllers
- Exhibited [Cloth Car Challenge](#) at the 2023 Game Developers Conference
- Generated leads with Fortune 500 companies
- Illustrated technical drawings of controller prototypes and their electronic circuits
- Designed and manufactured 3D printed housings for custom Arduino boards

### Marketing Intern

Data Display Systems LLC

09/2020 – 03/2021 | Bensalem, PA

- Led all marketing operations for well-established tech solutions company
- Produced photo and video content for email blasts, web ads, and social media
- Managed 5000+ contacts, analyzed audience behavior, and presented findings to stakeholders
- Composed instructional handbook which outlines company marketing operations

## SKILLS

**Project Management:** Github, Jira, Perforce, ShotGrid, Steamworks API, Trello, YouTrack

**2D Software:** Adobe Creative Cloud, Google Workspace, Microsoft Office Suite

**3D Software:** Autodesk Arnold, Maya, MotionBuilder; Substance Painter; Unity; Unreal Engine

## EDUCATION

### Drexel University

BS in Game Design & Production

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