Steven Pasinsky

Salt Lake City, Utah, United States • stpasinsky@gmail.com • (435) 513-4040 • in/stevenpasinsky • stevenpasinsky.com

SUMMARY

Intrinsically motivated V-shaped Game Producer and leader with experience in Production, Scripting, and Data Analytics. Proficient in cross-team collaboration, and bridging technical and non-technical areas. Passionate about creating exceptional user-driven experiences based on data and empathy. Dedicated to making fantastic games.

SKILLS & TOOLS

Production Pipelines, Jira, Confluence, Scrum, Agile, Waterfall, Unreal, Unity, Analytics, Spreadsheets, Microsoft Suite, Google Suite, Adobe, C#, SQL, Python, Git, Perforce

EXPERIENCE

Data Analytics Engineer
NZXT   January 2022 - February 2023，Remote
- Facilitated executive decision-making by delivering high-quality data insights in the computer hardware market, achieved through designing and optimizing dbt data transformations.
- Upgraded pipeline efficiency by 25% by facilitating AWS to Snowflake migration and engineering robust data layers in dbt.
- Streamlined product evaluation for 8 peripheral teams by implementing a financial gating system, informed by forecasted KPIs for unreleased products.
- Influenced product expansion strategies by presenting quarterly market analysis with NPD data to C-level executives and cross-functional leaders, optimizing directive processes.

Business Intelligence Analyst & Data Engineer
NZXT   June 2020 - January 2022，Remote
- Translated high-level business needs into robust data strategies, executing data warehouse plans and data solutions to complex problems.
- Reduced ETL process costs by 30% by optimizing Redshift and HEVO ELT requests through dbt and Snowflake.
- Supported stakeholder goal execution by completing 5 scalable dashboards, designed and maintained using Python and SQL.

PROJECTS

That Cool Rock Game | Lead Producer
University of Utah MEAE Program | Production Track • August 2024 - Present
- Oversaw the production of a rhythmic roguelike aiming for PC and Nintendo Switch, leading a 25-person interdisciplinary team from pre-production through gold.
- Maximized team efficiency by overseeing over 400 tasks in Jira using Agile Scrum, including defining milestones, hosting standups, and conducting retrospectives.
- Reduced tool-switching inefficiencies by consolidating documentation and brainstorming workflows into a single productivity tool.

Back Off Me Booty | Lead Producer, Designer | Link
University of Utah MEAE Program | Production Track • January 2024 - May 2024
- Earned IndieCade's Audience Choice Award by pitching and leading the design and development of a co-op arcade game with a physical seesaw controller, heading a team of 13.
- Secured showcase positions at IndieCade and GDC 2025 by collecting and processing production content, thoroughly budgeting, and actively communicating with event organizers.
- Enhanced team alignment by utilizing Jira in Agile Scrum to define project milestones, lead sprint planning meetings, host standups, and conduct retrospectives.
- Ensured timely delivery of 248 distinct tickets by coordinating 6 strike teams through a structured tracking and completion process.

Chat 'n Slash | Producer, Designer | Link
University of Utah MEAE Program | Production Track • November 2023 - December 2023
- Completed a fast-paced arena roguelike with Twitch chat integration by leading a 9-person team through two sprints in Unreal Engine.
- Completed 12 polished art assets and 3 features by moderating 72 tasks in Jira with Scrum practices, conducting 9 weekly 1-1s to adjust workloads.
- Improved team cohesion and created a polished product by overcoming timeline uncertainties through adaptable production practices.

Into Orbit | Producer, Designer | Link
University of Utah MEAE Program | Production Track • August 2023 - September 2023
- Produced a polished arcade shoot 'em up in Unity inspired by Space Invaders, by directing a 5-person team over a two-week sprint.
- Maintained task quality and on-time delivery by managing 64 tasks in Kanban with Scrum workflows and conducting 4 weekly progress reviews.
- Elevated player experience and usability by designing and balancing 4 core features, refined through an involved playtesting session.

Synthbiotic Dungeon | Producer, Designer | Link
University of Utah Senior Capstone | Synthbiotic Studios • August 2020 - June 2021
- Achieved 54,000 total units sold on Steam by directing a team of 16 through daily standups, sprint retrospectives, and planning meetings.
- Secured greenlight approval for Synthbiotic Dungeon as 1 of 9 selected out of 124 projects by pitching the concept to industry professionals and professors.
- Aligned team goals and addressed challenges by giving bi-weekly sprint presentations to stakeholders, highlighting development velocity.

EDUCATION

M.A. in Games | Production Track
University of Utah • Salt Lake City, UT • 2025

B.S. in Computer Science | Games Emphasis
University of Utah • Salt Lake City, UT • 2021