

Alexander Maddox

Associate Producer

Dallas, Texas | 330-280-2973 | maddox.alexander@outlook.com | xmaddox.com/[LinkedIn](#)

SUMMARY

Producer coordinating discipline leads and producer teams on cross-functional game projects up to 54 people. Strong in meeting facilitation, follow-up, action-item tracking, and status communication across parallel workstreams. Experienced leading Go/No-Go decisions to reduce scope, clear blockers, and hit milestones.

EDUCATION

SMU Guildhall

Master of Interactive Technology, Specialization in Production

Southern Methodist University

Mechanical Engineering and Math

Dallas, TX

May 2026

Dallas, Texas

May 2021

GAME PROJECTS

Kila: Hourbound

Producer

SMU Guildhall GameLab

Jun 2025 – Dec 2025

- Facilitated standups, sprint planning, reviews, and retros for 3 leads on a 27-person team across 7 milestones.
- Organized team backlogs and structured Jira tickets with clear descriptions for sprint planning and loading.
- Built a centralized Confluence hub to manage cross-discipline information flow and resolve production issues.
- Oversaw the QA process for localization of Arabic and Chinese for all in-game text.
- Coordinated external pipelines with 5 composers and voice talent to hit on-time delivery of audio assets.

HardDriverz

Lead Producer

SMU Guildhall GameLab

Jan 2025 – May 2025

- Led 3 producers and aligned 3 discipline leads on a 54-person dev team to resolve production bottlenecks in Jira.
- Standardized Jira workflows across producers, cutting duplicates on 100s of tracked bugs.
- Led milestone scoping across 3 producers, balancing designer vision and stakeholder expectations.
- Ran weekly production status updates and managed cross-discipline risk and dependency tracking across release.
- Owned end-to-end Steam release pipeline.

PROFESSIONAL EXPERIENCE

o9 Solutions

Alliances Innovation Strategist

Dallas, Texas

Jun 2021 – Apr 2023

- Partnered with alliance counterparts to align sales teams on joint enterprise deals reaching \$500M–\$1B.
- Qualified AWS partnership leads and coordinated intake across alliance and sales pipelines.
- Set KPIs, prepared progress reports, and built use cases, pitch decks, and solution offerings.

SKILLS

Tools: Jira, Confluence, Notion, Shotgrid, Microsoft Office, Perforce, Adobe Photoshop, Unreal Engine 5, Unity

Methods: Meeting Facilitation, Action-Item Tracking, Stakeholder Communication, Cross-Functional Coordination

Planning: Scrum, Kanban, Sprint Planning, Backlog Management, Roadmapping, Milestone Tracking

Interests: D&D/PF2e, Map Making, Pickleball, TCGs, Languages, Escape Rooms