

Tarl Raney

Lead/Senior Producer

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Results-driven Lead Producer with 15+ years of experience in game development and project management. Adept at overseeing all aspects of game production, including coordinating teams, managing timelines, and ensuring quality standards are met. Proven success in leading cross-functional teams, handling budgets, and resolving issues quickly to ensure projects are delivered on time and within scope.

EXPERIENCE

Independent Contractor | July 2024 to Present

Graphic Designer / Game Designer / Student - Learn and Grow | Blood, Sweat, Tears

- Freelance Graphic Design services offering Amazon Kindle Direct Publishing "A+" content to indie authors
- Indie game design and Blueprint scripting for Unreal Engine projects on Fab and Steam
- Advanced Learning - Epic Games Game Design Professional Certificate via Coursera.com
- Advanced Learning - Project Management Professional (PMP) certification

Stray Kite Studios | January to June 2024

Lead Producer – Wartorn | Unreal Engine

- Drove Proof of Concept phase for Wartorn, a promising new IP developed in UE5. Successfully executed on plans for a prototype build to pitch to publishers, receiving high praise and interest
 - Designed, optimized, and executed efficient new team-wide production processes, including backlog handling, milestone scheduling, and risk management, utilizing Jira, Slack, Gather, and Coda in collaboration with a distributed team
 - Mentorship and career guidance for a dynamic young production team, fostering talent and skill development. Supported one AP to lead his first internal project through a successful prototype greenlight
 - Leveraged UE Blueprint knowledge to support the design team in unit creation and implementation
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Epic Games | November 2022 to October 2023

Producer – Online Marketplace Distribution Team (Epic Games Launcher)

- Led a critical Priority 0 compliance documentation audit with internal and external teams under tight deadlines for consumer and child protection initiatives, reporting to Epic's C-Suite and Senior Legal teams, ensuring company-wide adherence to legal standards
 - Spearheaded a Priority 1 initiative, reporting directly to Epic's C-Suite. Successfully optimizing the cold startup time of the Epic Games Launcher, achieving a reduction of over 10 seconds
 - Designed and executed a major overhaul of the Distribution team's operational procedures. Optimized and drastically improved backlog grooming workflow, cleaning up hundreds of invalid or incomplete tickets. Streamlined an asynchronous planning strategy allowing 20+ developers around the world to quickly and efficiently plan sprints that aligned with leadership's goals
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Gearbox Publishing | August 2021 to October 2022

Senior Producer – Relic Hunters Legend | Unity | Steam

- Orchestrated the successful development and implementation of the Gearbox SHiFT community tool, collaborating with internal backend and external game teams to integrate it into a Unity project for the first time.
- Drove external development planning, design goals, and publishing requirements for Relic Hunters: Legend. Directed future development through detailed milestone feedback, risk assessment, and focus testing in collaboration with Gearbox Publishing leadership culminating in an early access launch that exceeded expectations

- Developed and leveraged a strong relationship with external development partners, leading to a successful merger with GBX Publishing
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Harebrained Schemes | January 2019 to July 2021

Lead Producer – The Lamplighter’s League | Unity | Xbox Series X/S and PC

- Lead a newly created team to a wildly successful Proof of Concept greenlight on the ambitious original IP, The Lamplighter’s League
 - Mentorship and career guidance for a talented young Production team; all of whom are now highly successful Senior Producers around the industry
 - Expanded and strengthened the publishing partnership with parent company, Paradox Interactive. Lamplighter’s success set new standards for how the greenlight process worked within all of Paradox
 - Spearheaded the voice talent production, carrying out due diligence to secure a SAG talent scout, coordinating the recording schedule for 50,000+ lines across 12 actors, overseeing budget management, and ensuring all voice assets were delivered on time for game implementation
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Six Foot | January 2017 to December 2018

Senior Producer - Live Producer (PC) – Dreadnought | Unreal Engine | Steam

- Planned and executed all PC live maintenance downtimes, as well as on-call response direction; drove major workflow enhancements in collaboration with QA, DevOps, and Publishing to drastically reduce required downtime from 2+ hours to 10 minutes. Drove development decisions through data analysis to increase overall retention and revenue
 - Directed regular and concise communication across all development and publishing departments including C-Suite and Senior Leadership increasing visibility and understanding of current objectives and open issues
 - Mentored junior production staff, including the very successful inaugural ‘Production Embed’ program for QA staff resulting in multiple promotions
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PREVIOUS ROLES

Talent Development Manager - Yager Development GmbH, August 2013 to July 2015

Employee retention and career development

Senior Producer - Large Animal Games, May 2012 to April 2013

Multiple Facebook and iOS projects | Unity

Lead Producer - Yager Development GmbH, April 2010 to May 2012

Spec Ops: The Line | Unreal Engine | Xbox 360, PS3 and PC

ADDITIONAL EXPERIENCE

Lead Producer - Monolith Productions/WB Games

Director of QA - Testing Testing 123

EDUCATION

Bachelors of Science in Technology: Commercial Graphics

Pittsburg State University - Pittsburg, KS