AMANDA ROGERS

GAME PRODUCER | LIVE SERVICE & DEVELOPMENT

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PROFESSIONAL SUMMARY

Game Producer with 5+ years in production and 10+ years in games, spanning live service delivery, QA, platform certification, and software development. Coordinate production across Wizard101 and Pirate101, with contributions to six shipped Wizard101 worlds, including Ahmarra.

PROFESSIONAL EXPERIENCE

KingsIsle Entertainment | Round Rock, TX

Producer | Feb 2025 to Present

- Owned the Ahmarra world release, coordinating departments and leading strike team meetings through launch.
- Built and maintained a burndown chart to track milestone progress, identify risky timelines early, and support milestone delivery.
- Owned new work tracking processes and a new ticketing structure to support future estimates; participated in sprint planning and created feature tickets.
- Worked with designers in triage to keep features moving. Maintained Confluence milestone updates and communicated schedule changes to leads and stakeholders.
- Coordinate ongoing Wizard101 and Pirate101 production, maintaining schedules and dependencies across shared resources.

Associate Producer | Mar 2021 to Feb 2025

- Coordinated Wizard101 content production from planning through launch and ongoing operations, managing schedules, tasks, and dependencies across disciplines.
- Built reusable Confluence templates, dashboards, and reporting practices to improve visibility into estimates, progress, blockers, and delivery risks.
- Supported QA integration, bug prioritization, release readiness, and retrospectives to strengthen stability and future development planning.

QA Analyst | Mar 2020 to Feb 2021

Tested live updates and world content with design and QA leads to support stable patches.

EARLIER EXPERIENCE

Quality Analyst | BioWare | Austin, TX | Sep 2018 to Sep 2019

Performed contract QA for microtransaction systems on Star Wars: The Old Republic.

Application Developer | ETV Software, Inc. | Tyler, TX | Nov 2016 to Sep 2018

Developed web applications and worked with clients to implement custom software solutions.

Test Associate, Halo Wars 2 | Experis | Seattle, WA | May 2016 to Nov 2016

Tested prerelease builds, documented defects, and supported player feedback collection at PAX Prime.

Senior Lead Certification Tester | Flexasoft | Seattle, WA | Sep 2013 to May 2016

Led certification testing teams against Xbox One platform requirements and deadlines.

PRODUCTION SKILLS & TOOLS

Milestone planning | Risk tracking | Release coordination | Agile / Scrum
Jira | Confluence | Miro | Perforce | Excel | Visual Studio

EDUCATION

B.S., Game Programming and Development | Southern New Hampshire University | 2017