

CHARLIE DES ROBERT

GAME PRODUCTION STUDENT

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📍 Salt Lake City, UT

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Learning-driven Game Production student equipped with extensive games experience ranging from in-studio studio development to indie publishing services. Speaker at GDC Lost Levels and recipient of the celebrated Gay Gaming Professionals scholarship. Driven to foster a people-first culture in the creation of outstanding player experiences.

EDUCATION

University of Utah

Bachelor of Science, Games

Est. Graduation 2025

David Eccles School of Business: Management Minor

Division of Film & Media Arts: Animation Minor

GAMES EXPERIENCE

Monkey Barrel Games, Publishing | SLC, UT

Co-Founder / Publishing Director

Sep. 2021 - Present

- Led product/design teams and shipped 5+ finished games
- Drove efforts to expand Monkey Barrel as a games publisher, acquiring over \$2000+ in funding while developing the internal team's publication and production skill sets
- Drove publishing efforts with partner studio, Dirty Work, including marketing management, release planning and event organization, culminating in the full setup of an official demo at PlayNYC
- Directed budget management and established publishing frameworks aligned with industry mentorships

Hermes' Devs | SLC, UT

Creative Producer

Sep. 2024 - Present

- Led a game project from concept to formal pitch, securing full development support
- Scaled and organized team from 12 to 32 part-time developers
- Established studio rituals and best practices to meet stakeholder-aligned development and publication milestones

Gamecraft | University of Utah

Officer

Sep. 2022 - Apr. 2023

- Elected officer of the second-largest student organization on campus, driving in program planning and execution for over 150+ active students
- Planned, marketed and hosted workshops, game jams and community events focused on Design and Product learnings

Division of Games | University of Utah

Peer Advisor / Event Coordinator

Sep. 2023 - Present

- Collaborated with University staff and faculty to organize, market and support official division events
- Offer academic and professional career support to students

KEY SKILLS

- Cross-Functional Planning
- Product Leadership
- International Management
- Strategic Planning
- Agile Methodology
- Project Management
- Asset Pipeline
- Sprint Management
- Qualitative Decision-Making

TECHNICAL SKILLS

Production/Mgmt.

- Google Suite
- Microsoft Suite
- Trello
- Jira
- Agile (Scrum)

Engines

- Unity
- Unreal Engine
- Gamemaker

3D Modelling

- Maya
- ZBrush
- Subst. Painter

Design

- Photoshop
- Illustrator
- Figma
- Canva

Misc.

- Adobe Suite
- Premiere Pro
- After Effects
- Twine

Source Control

- Github
- Perforce

AWARDS

- ★ Gay Gaming Professionals GGP Scholarship 24-25
- ★ Speaker at Lost Levels, GDC Game Developer's Conference 24
- ★ Gary S. & Patricia Watkins Scholarship 23-24
- ★ "Get Seeded" Grant Recipient Lasselonde 24

LANGUAGES

English - French (Fluent)
German (Limited Working Proficiency)