

CHARLIE DES ROBERT

GAME PRODUCTION STUDENT

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

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 [arrccc.dev](https://github.com/arrccc.dev)

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. Engines

• Google Suite	• Unity
• Microsoft Suite	• Unreal Engine
• Trello	• Gamemaker
• Jira	
• Agile (Scrum)	<u>3D Modelling</u>
	• Maya
	• ZBrush
	• Subst. Painter

Design

• Photoshop	
• Illustrator	
• Figma	<u>Misc.</u>
• Canva	• 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 Lassonde 24

LANGUAGES

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