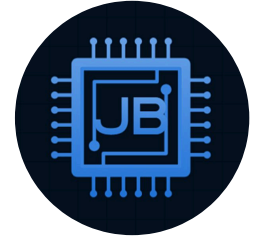


JANA BERGEVIN

Senior Producer and Development Manager

📞 916-303-3603 ✉️ jana.k.bergevin@gmail.com 🌐 <https://www.janabergevin.com> 📍 Tracy, CA



EXPERIENCE

Senior Art Outsourcing Producer

Storm 8

📅 08/2022 - 04/2025 📍 San Mateo, CA

- Managed outsourcing production schedules, ensuring timely delivery to meet project deadlines while maintaining brand standards.
- Reviewed art deliverables and directed multiple outsourcing vendors to quickly resolve or iterate on problematic areas.
- Served as primary communication channel, partnering with Product, Production, Art, and Game Design departments for outsourcing vendors.
- Evaluated outsourced art quotes, implemented cost-corrective actions, and managed purchase requests.
- Monitored outsourced art assets to ensure compliance with brand qualities and style requirements.
- Communicated closely with vendors to ensure feedback was understood and acted upon.
- Collaborated with OS Production team to maintain a healthy outsourcing pipeline and strong vendor relationships.

Development Manager

Maxis, Electronic Arts, Inc.

📅 11/2018 - 08/2022 📍 Redwood Shores, CA

- Shipped The Sims 4 Packs including Cottage Living, Snowy Escape, Realm of Magic, Journey to Batuu, Paranormal Stuff Pack, & Bust the Dust.
- Managed cross-functional teams to deliver products and product launches on time.
- Maintained development framework, reporting, risk, and resource management to support project goals.
- Tracked execution velocity against milestones to ensure timely delivery of critical deliverables.
- Drove studio, discipline, and craft initiatives to enhance team performance and quality.
- Fostered an engaging, fulfilling, and fun working environment to boost team morale and productivity.
- Led the team to break down complex problems and prioritize solutions aligned with studio goals.
- Facilitated regular communication with team and partners to provide comprehensive project status updates.

SUMMARY

I bring a wealth of production, management, and external development experience, paired with a strong background in mobile and PC gaming.

SOFTWARE PROFICIENCY

Atlassian Confluence

Atlassian JIRA

Microsoft Excel

Google Docs

Google Sheets

Asana

Miro

Microsoft Word

Coupa

SmartSheet

SKILLS

Managing Jira Sprints & Kanban boards

Driving studio initiatives

Driving discipline & training initiatives

Creating Gantt charts

Deliverable tracking

Managing capacity sheets

General planning and delegation

Interviewing candidates

Onboarding new hires

Process Documentation

EXPERIENCE

Art Outsource Manager

WB Games San Francisco

📅 05/2017 - 11/2018 📍 San Francisco, CA

- Shipped and contributed to hit mobile titles including Harry Potter Wizards Unite and DC Legends across iOS/Android platforms.
- Created deliverable spreadsheets and long-term production schedules for efficient tracking and adaptable project management throughout the production pipeline.
- Engaged and tested outsourcing companies to ensure consistent style alignment and manage asset integration upon delivery.
- Managed deliverable preparation, tracking, and delivery to contractors and outsourcing companies, ensuring seamless operations.

Art Manager

MunkyFun Inc.

📅 03/2015 - 03/2017 📍 San Francisco, CA

- Shipped titles including 'League of War: Mercenaries' for iOS/Android.
- Reviewed resumes and interviewed potential candidates for team expansion.
- Engaged and assessed new outsourcing companies to meet evolving company needs.
- Managed asset integration and deliverable preparation, tracking, and delivery with contractors.
- Created tests to ensure outsourcing capabilities aligned with company style standards.
- Supervised art team milestone deliverables while maintaining focus on long-term goals.
- Adapted production schedules to accommodate changing company priorities.

EDUCATION

Master of Fine Art - Computer Animation

The Art Institute of California - San Francisco

📅 2008 - 2011 📍 San Francisco

MEMBERSHIP



**Member of the
National Honor
Society - ALPHA BETA
KAPPA**

KEY ACHIEVEMENTS



Provided Geo Addendum

Took initiative to research and create guidelines for HDM and TPB projects provided geo which simplified the quotation process between the vendors and OS team. This saved the OS team time and kept additional overhead costs down.



Documented the HDM/TPB Unity Implementation Process

Partnered with the 3D artists to gain a comprehensive understanding of the entire implementation process, from inception to completion. I produced several videos that illustrated the workflow of transitioning deliverables from the vendor to their final integration within the game. This documentation enhanced our teams ability to address internal requirements efficiently.



Lead the OS Team Unity 2021 Transition

Collaborated with engineers and tech artists to test the check-in process and then create documentation for the updated check-in process from the 2017 vendor build to the updated 2021 internal build.