

# Zach Frye

**Producer | SCRUM Master | Tester**



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## Skills

- Redmine
- Asana
- Basecamp
- Jira
- Microsoft Developer Portal
- Nintendo Developer Portal
- Microsoft Office Suite
- Google Drive Suite
- Leadership
- Communication
- Team Building
- Interpersonal Conflict Resolution

## Education

May 2021 - Graduate

**Champlain College, Burlington Vermont**

Bachelor of Science in Game Production Management

**Champlain College Abroad, Dublin Ireland (Fall 2019)**

## Experience

Summer 2020

### Production Intern

[Skymap Games, Manchester, NH](#)

Managed Teams in a studio environment of 25+ developers working remotely. Worked as an External Producer for Client Studios focused on Release Management and Coordination. Assisted on "Bacon Man: An Adventure", "MOTHERGUNSHIP", multiple other unannounced titles, and Biz-dev projects.

June 2018 – March 2019

### Project Management Intern

[Hitchcock Management/Orbit Group, Manchester, NH](#)

Hired and managed a remote team of 3 developers in software development for a retail application. Also managed teams on Multiple Research and Design Projects.

August 2017 – May 2021

### QA Tester

[Champlain College Game Studio, Burlington, VT](#)

Tester for student made projects following test plans and providing feedback.

## Game Projects

Spring 2021

### Publishing and Marketing Lead

[Champlain College Game Studio Biz-Pub Team | 2 Person Team](#)

Worked with each of the eight capstone teams in roles such as consultant, marketing manager, and general advisor. This unique role, which began this year, required consistent communication with the other producers, knowledge of the teams' aspirations for their games, and was created to influence the games' ability to become published.

Fall 2021

### Lead Producer

[Bearly Tennis by Mangrove Interactive | 6 Person Team](#)

Bearly Tennis is a tennis game where you play as a bear, and crush objects from the environment to use as balls. Led the capstone production team and managed an Associate Producer. Focused on publishing prep, team building, conflict resolution, scope management, and scheduling meetings.

January 2020 – September 2020

### Co-Producer

[Forkdrift by Endless Suffering | 12 Person Team](#)

Forkdrift is an online PVP driving-action game. Oversaw the onboarding process that doubled our team size from 6 to 12. Managed our transition to online, our release plan, publishing plan, as well as marketing. I also managed scope, planned and scheduled meetings as well as worked with various sub-teams as Scrum Master.