

MARIE BUTURISHVILI

GAME PRODUCER

<https://zm4rs.com>
[linkedin.com/in/mariebuturi/](https://www.linkedin.com/in/mariebuturi/)
mariebuturi@gmail.com

EDUCATION

B.S. in Game Design and Interactive Media | University of California, Irvine

March 2026

EXPERIENCE

Production Officer

February 2025 - Present

Video Game Development Club, UC Irvine

- Facilitated weekly production workshops to teach 25 VGDC members about production and its disciplines
- Attended weekly meetings with the fellow Production Officer to plan out workshops and create deliverables to present to attendees
- Attended VGDC events to represent the production department and assist with production-related questions

Tutor

September 2024 - Present

Donald Bren School of Information and Computer Sciences, UC Irvine

- Assisted Professor Linden Reid with grading assignments for the Programming for Video Games series at UCI (GDIM 31: Introduction to Programming Games, GDIM 32: Intermediate Programming for Games, and GDIM 33: Coding in Game Engines)
- Helped each class seating 95 students with coding in C# and Unity functionality during lecture and lab
- Held weekly meetings with the professor and TA to oversee class progress and assignment grading

PROJECTS

Producer | Japanese Salaryman | Role-playing Game

January 2025 - Present

- Facilitated weekly 4 hour cross-departmental meetings to coordinate task allocation, track sprint progress, and ensure alignment with project goals
- Collaborated with the team lead to recruit a marketing specialist, driving a successful Steam release strategy that resulted in over 500 wishlists
- Provided input on gameplay design, mechanics, script writing, coding review, and coding architecture, reinforcing the team's efforts and enhancing the final product

Producer | Tomo no Taiko | Rhythm Game

January 2025 - Present

- Oversaw a team of 12 members and provided guidance to keep tasks on track and deliverables ready for the next sprint
- Led the programming department's meetings and allocated tasks
- Wrote meeting agendas for members to review prior to general meetings
- Met with team lead to discuss following sprints in order to meet quarterly deadlines

Producer & Technical Lead | Grimm's Gambit | Card Game

September 2024 - March 2025

- Utilized the Scrum framework to ensure that all departments, including programming, design, art, and audio, maintained optimal pacing and aligned with sprint goals
- Worked closely with the team lead and a fellow producer to manage a team of 25 members, ensuring tasks were on schedule and deliverables met quality expectations
- Monitored progress for the programming and design teams, regularly reviewing deliverables to ensure alignment with project milestones and addressing blockers proactively

SKILLS

Soft Skills: Leadership, Teamwork, Time Management, Adaptability, Organization

Technical Skills: C#, C++, Java, Python, Jira, Trello, Unity, Unreal, Github, Microsoft Office & Excel

Frameworks & Methodology: Agile, Scrum, Kanban, Waterfall