

MIA HELLMAN

WWW.MIAHELLMAN.COM

NEW YORK CITY BASED GAME PRODUCER AND DESIGNER

PROFESSIONAL EXPERIENCE

INTERN: ONLINE SERVICES, ROCKSTAR GAMES; NEW YORK CITY, NY **SUMMER 2024 & 2025**

- Facilitated agile development practices for multiple engineering teams on different cadences across five sprints, including sprint planning, standups, backlog refinement, and retrospectives.
- Collaborated with engineers, product management, production leadership, and stakeholders to ensure that project requirements, development, and execution remained clear, organized, and on-track.
- Streamlined workflows by contributing to process improvements and automation within the existing pipeline.
- Utilized Monday, Microsoft 365, Atlassian solutions, and proprietary tools to manage project tasks, documentation, and internal communication.

INTERN, MATT TOLMACH PRODUCTIONS; LOS ANGELES, CA **SUMMER 2023**

- Conducted research and wrote coverage on film, TV, games, and podcasts to inform development decisions.
- Pitched story concepts and interactive ideas in leadership meetings, contributing to project greenlights.

SKILLS

DESIGN & RESEARCH: User Research, UX & Systems Design, A/B Testing, Iterative Development, Public Speaking

TOOLS & SOFTWARE: Microsoft Office Suite, Jira, Confluence, Figma, GitHub, Perforce, Photoshop, SQL

GAME ENGINES: Unity, Unreal Engine, GameMaker, Godot

PROGRAMMING LANGUAGES: C#, UE Blueprint, HLSL, JavaScript, Python, HTML/CSS, PHP

RELEVANT GAME DESIGN PROJECTS

SURFOBIA: INTO THE DEEP **2025**

- Produced and creative directed a cross-functional team through concept, development, and delivery in a semester-long project, defining requirements, tracking tasks in Jira, and aligning scope with milestone goals.
- Coordinated communication between artists and developers and facilitated playtest-driven iteration.

OUTBOARD **2023**

- Managed production, UX, and engineering coordination for a high-speed snowboarding title; implemented gameplay improvements based on feedback and featured in the 2024 NYU Game Center Spring Showcase.

LEADERSHIP & COMMUNITY ENGAGEMENT

COORDINATOR, MAYORAL CAMPAIGN; SULLIVAN'S ISLAND, SC **2025**

- Led a last minute 10-day write-in mayoral campaign, managed social media strategy, created outreach materials and merch, and coordinated day-to-day operations; campaign earned 46% of the vote.

STUDENT REPRESENTATIVE, LOBBYING FOR GAMES; ALBANY, NY **2024**

- Selected by NYU to participate in a lobbying effort to amend the Empire State Digital Gaming Media Production Credit Program.

COMMUNICATIONS CHAIR, ALPHA EPSILON PHI; NEW YORK, NY **2022-PRESENT**

- Responsible for all chapter communications. Vice President of Social Standards and Risk Management.

CHILD ABUSE PREVENTION EDUCATION (CAPE); CHARLESTON, SC **2020-2023**

- Co-founded the Know Your Three child abuse education initiative. Oversaw the creation and distribution of educational content packages to schools, created educational videos and designed websites.

EDUCATION

TISCH SCHOOL OF THE ARTS, NEW YORK UNIVERSITY; NEW YORK, NY

- BFA in Game Design, Expected 2026.
- Dean's List 2022 – 2025.
- Game Development Teaching Assistant at the NYU Game Center, Fall 2025.