



PLAYER 1
BEN HEAVENS

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in

CAMPAIGN HIGHLIGHTS_

STEEL CITY INTERACTIVE

Head of Production _ September 2023 - Present

_ Led entire Production team on two simultaneous projects: "Undisputed" and one unannounced project, from R&D stages through to production

_ Oversight and ownership of releases, milestones, platform submissions and process

UNITY TECHNOLOGIES

Head of Scaling Programs, Technical Programs & Production _ April 2022 - August 2023

Head of Research and Industry Intelligence (Research Science) _ June 2021 - April 2022

Gaming Services, Head of Success _ January 2019 - June 2021

GLOBALWEBINDEX

Vice President, Global Head of Customer Success and Support _ September 2016 - January 2019

HUDDLE

Customer Success Manager _ June 2015 - September 2016

SKILLS_

Leadership



Communication & Influencing



Player Centricity



Game Development



Production & Program



Organizational Development



Research



INVENTORY_



Jira



Favro



Google Suite



Lucidchart



Trello



Hansoft



Miro



Unity



Asana



TROPHIES_

19 years experience in global team leadership, program/production and technology, of which:

Over 6 years in gaming: AAA, AA and indie experience, working with teams on some of the world's largest multiplayer and F2P battle royale games