

Keith Muelas

Game Producer

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Location: Seattle, Washington

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- 2 Years of experience as a game producer.
- 8+ Years of Community & Social Media Manager Experience.
- 15+ Games shipped - Steam, Epic, Xbox, Switch, PS4, iOS, Android.
- Experience maintaining multiple game projects & managing internal and/or external partners at a time.
- An extremely organized, proactive, and goal oriented individual.
- A gamer of 20+ years now making games. Extensive industry & gaming knowledge.

Game Producer

tinyBuild, 2019 - Present

Totally Reliable Delivery Service



Platform: PC (EGS), Xbox One, PS4, Switch, IOS, Android

Release: April, 2020

Responsibilities: Overall Project Management, Partner Communication, Outsourcing, QA, Porting, Marketing, Studio Management, Post Launch Support

Notes: 14M+ total downloads in 10 months. Launched on Xbox Game Pass. Monthly post-launch content updates.

Streets of Rogue



Platform: PC, Xbox One, PS4, Switch

Release: July, 2019

Responsibilities: Post-Launch Producer, Partner Communication, Outsourcing, QA, Porting, Studio Management

Notes: Although I became producer on this title after PC launch, my major tasks were to finalize the Console ports, keep communication with the developer, and provide support.

Startup Panic



Platform: PC (EGS), IOS, Android

Release: July, 2019

Responsibilities: Overall Project Management, Partner Communication, Outsourcing, QA, Porting, Marketing, Studio Management

Notes: One of the most unique projects for me as I am not a fan of sim games. Producer during the full cycle of this project.

Experience

2014 - 2017(4 Yrs)
2017 (1 Yr)
2017 (1 Yr)
2017 - 2018 (2 Yrs)
2018 - 2019 (1 Yr)
2019 - Present (2 Yrs)

3D Artist - US Special Operations Command (Cuberig Contract)
QA Lead of Xbox One X Backwards Compatibility - Microsoft
Broadcasting Host of Xbox Interactive - Mixer, Microsoft
Full Time Professional Broadcaster - Mixer, Microsoft
Community & Social Media Manager - tinyBuild
Game Producer - tinyBuild

Education

Aug 2011 - Dec 2014

Bachelor of Fine Arts, University of Tampa, Florida

- Focus of 3D Modeling & Texturing