

# Dhaman Mehta

## Associate Producer

### Contact

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[Dhamanmehta.com](http://Dhamanmehta.com)

### Education

Masters of Entertainment Arts  
and Engineering  
University of Utah  
Salt Lake City, Utah  
May 2020

BS in Information Technology  
New Jersey Institute of  
Technology  
Newark, NJ  
May 2013

### Key Skills

Project Management  
Planning  
Agile Leadership  
Proactive

### Projects

ArchiTac • Producer • Team of 11 • Resource Gathering and Crafting Game

- Coordinated with our Systems Engineer to fix issues and reduce scope.

Ready? Set. Haiya! • Producer • Team of 13 • 3D Rhythm Fighting Game

- Showcased at Alt-Ctrl GDC 2020.
- Managed communication with offsite team members.
- Realized original plans would not be finished in time and reduced scope of project while ensuring that the final product would be of high quality.

Painting Match • Producer • Team of 7 • VR Boxing Game

- Managed team of 7 through rough seas caused by an extremely short development time and unfamiliar technology.

Trench Run • Producer • Team of 5 • 2D Arcade Game

- Designed main mechanics and levels for the game.

Level Down: Sacrifice • Producer • Team of 5 • 2D Arcade Game

- Designed main mechanics and handled issues between team capabilities and game requirements

### Experience

*August 2018 – Current*

Producer • EAE: Master Game Studio

- Create and manage requirements and backlogs for team organization.
- Create presentations to show off the team's work and encourage excitement for the project.

*September 2013 – August 2018*

Web Software Engineer • Niksun Inc.

- Worked with a team of varying size to create a new UI for the company's data analysis application from the ground up.
- Realized the limitations of the initial design choices and helped move the project forward by switching the underlying language used for the UI
- Coordinated with multiple teams to connect legacy systems with new services.