

DARIUS KEEL

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Work Experience

Firewalk Studios, Seattle, WA

2022 – 2024

Producer

Gameplay Animation, Tech Animation, Character Tech Art, and FX

- Spun up and led cross-functional strike teams for the character pipeline, examples include character kickoffs, proportion lock, animation lock, reviews, and closing ceremonies.
- Maintained all tasking for my teams using Jira Roadmaps, Jira Structure, and Miro.
- Created automated workflows to track milestone progress, adjust scope, update tasks, and testing progress.
- Created character post-launch roadmaps with studio directors and leads to review with our publishing and studio leadership.
- Integrated and rolled off co-devs at different phases of the project.

Arkane Austin, Austin, TX

2018 – 2022

Producer

NPCs, Weapons, and Tech/Tools

- Worked closely with the discipline leads to set goals in alignment with the project's vision.
- Maintained and update the vision throughout the product cycle based on changes in scope, technical constraints, and emergent work.
- Initiated, fostered and maintained positive working relationships with internal and external organizations critical to both current and future development process.

Under Armour Connected Fitness, Austin, TX

2015 – 2018

QA Engineering Manager

- Managed a team of external automation engineers and manual testers.
- Collaborated with product, design, engineering, and marketing on the development of new features.
- Organized and executed internal worldwide beta tests.
- Maintained content management systems for product and design.
- Wrote requirements and test cases and executed test plans.

Dell, Austin, TX

2013 – 2015

Mid-Level Test Technician

- Managed a team of manual QA testers.
- Wrote requirements, created test cases, and executed test plans.
- Tested software defects in a hardware-dependent environment.
- Shipped 5 programs (Dell Backup and Recovery, Dell Learning Center, Dell Product Registration, Dell Data Delivery Services, Dell Foundation Services)

Bungie, Bellevue, WA

2012 – 2013

Production Engineer

- Solved technical design and animation issues.
- Assisted animators with their toolchains.
- Tested and documented new features in tools.

Bioware Austin, Austin, TX

2010 – 2012

Dev Support Analyst

- Identified and solved technical issues in tool chains to unblock creators.
- Managed a development shard for content creators and all content migrations alongside my team.
- Managed issues in Jira and DevTrackEducation.