

DARIUS KEEL

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Hello!

I'm Darius Keel and I most recently shipped Concord for Firewalk Studios.

At Firewalk I expanded my skills in the art pipeline considerably working with our tech art, animation, and FX teams. At my previous studio, Arkane Austin, I worked with the Gameplay NPC and Tech/Tools teams as a technical producer. I'm proud to say that none of my teams crunched, stayed ahead of schedule the entire production phase, and were working on post-launch content while balancing shipping bugs well before the launch date. The culture I foster on my teams is passionate, hard-working, fun, and most importantly— sustainable.

I created attainable goals by collaborating with leads, directors, and individual contributors to craft roadmaps that guided our planning throughout the release. Those roadmaps included known risks and support from other departments to ensure we finished strong. I kept solid rituals and adjusted them to match the phase of the project accordingly. This was especially challenging during our acquisition by Sony but by keeping those rituals in place I helped keep a sense of steadiness on the team.

I had a lot of moments to be proud of when working on Concord but one that sticks out was meeting with Sony leadership to secure more animation resources for our post-launch content. I presented scenarios showing expected outcomes with differing resources while accounting for post-launch bugs, content changes, player needs, tech debt, and so forth. Sony approved two more animation heads for us immediately after that meeting, and they felt assured that we were staying true to our goals without needlessly increasing the budget.

I'm a people-first producer who delivers and I want to be on your next great project.

Thanks for your time,

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

Technical 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 Computers, 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 DevTrack.

Key Skills

- Project Management
 - Effective organization and management from concept to execution in both Agile and Waterfall methodologies.
- Scenario Planning, Risk Assessment, Roadmapping
 - Gathering data and collaborating with team members to execute on our goals while mitigating risk.
- Expertise in game content pipelines
- Jira
- Confluence
- Excel
- Miro
- Shotgrid
- Unreal Engine 5