

Patrick Lancaster

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Summary

Producer with 7 years of experience in video game production and team management. Proven ability to bridge communication between creative and technical teams while managing detailed production pipelines. Expertise in streamlining processes, coordinating tasks, and ensuring quality deliverables in various fast-paced environments.

Experience

Discovery Senior Living - Activities/Transportation Manager Apr 2023 - May 2025

Discovery is a retirement company offering Independent & Assisted Living and Memory Care across the country.

- Managed a 6 person team across two departments, creating and coordinating activities, events, and lectures as well as overseeing transportation for a community of over 100 seniors.
- Expanded the schedule from an average of 3 similar activities per day to an average of 8 unique activities per day by reallocating department budget to attain high quality programming at a lower cost.
- Created strategic advertising tailored to resident needs, backgrounds, and interests, causing attendance to increase by a range of 25% to 70% for the promoted activities.
- Improved social media branding by increasing post frequency by 800%, resulting in consistent month-over-month growth in our positive engagement rate and new follower count.
- Restructured the transportation department by reconfiguring the community fleet and refining internal systems, which minimized errors and alleviated stress on other departments.
- Received an extraordinary annual evaluation from my director, emphasizing my outstanding performance across all facets of my position throughout 2023.

Rhythm Bound - Developer Sep 2017 - Feb 2022

Rhythm Bound is an unreleased, indie hack and slash video game with rhythm infused gameplay.

- Directed a team of 7 people with a focus on the art production pipeline.
- Designed core mechanics and levels, upholding overall quality and usability of features and gameplay.
- Reduced development time by recruiting and managing external developers to relieve resources.

Gear Frontier - Lead Producer June 2015 - Dec 2016

Gear Frontier was a video game company that built games & gamified applications for external platforms.

- Led a 35 person cross-disciplinary development team, handling administrative functions related to multiple product development schedules.
- Developed sprint goals for each department, allocating specific personnel based on individual strengths, ensuring deliverables were released on schedule and with consistent quality.
- Optimized production pipeline by implementing Agile methodology, successfully limiting project scopes and minimizing crunch times.

Freeform Labs - Associate Producer Sep 2014 - May 2015

Freeform Labs is a video game and software company creating VR experiences and developer tools.

- Initiated partnerships with organizations to secure funding, leading to a \$750,000 publishing deal.
- Supported developers directly by coordinating asset development, bug triage, and build submissions, resulting in a more efficient production pipeline.

Education

University of Southern California, Marshall School of Business

May 2017

Bachelor of Science in Business Administration, Minor in Game Design

Software

Microsoft Office Suite, Atlassian Suite (JIRA, Confluence), Perforce, Unity, Unreal Engine, C#, UE Blueprints, Blender, Canva, Inkscape, Asana