

Saul Roland

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Profile

Game Production student with experience in TV, film, and game development projects. Skilled in project management and team coordination, fostering collaboration across multidisciplinary teams through sprint planning, timeline tracking, and documentation. Has built a strong foundation in production through hands-on project work during university and is ready to take on the challenges of a game producer role.

Skills

- **Project & Team Management:** Agile, Scrum, Risk Management, Milestone Tracking, Team Leadership, Cross-Functional Collaboration, Stakeholder Communication
- **Tools:** Jira, Basecamp, Microsoft Office, Google Workspace, Slack
- **Languages:** English (Native), Finnish (A2 – Advanced Beginner)

Projects

Producer

Pepperbox Studios Collaboration | [Dice of Kalma](#) | 2026

- Led production on a collaborative project delivering additional content and marketing deliverables for Dice of Kalma in partnership with Pepperbox Studios, contributing to on-time delivery of planned milestones
- Acted as the main point of contact between the development team and Pepperbox Studios, ensuring clear communication and alignment with project requirements and feedback
- Managed Agile workflow in Jira across 4 sprints, facilitating sprint planning, stand-ups, retrospectives, and weekly progress meetings to maintain consistent development progress
- Coordinated task allocation and tracked progress across a multidisciplinary team of 7, ensuring visibility and accountability across the team
- Monitored timelines, mitigated risks, and maintained project momentum across sprints, adapting to changing priorities where needed
- Maintained production documentation, including requirements and risk tracking, improving clarity and supporting informed decision making
- Presented milestone progress and deliverables to stakeholders, effectively communicating development status and key updates

Producer

Delve Deep | 2025

- Led a team of 7 to develop a dungeon crawler prototype inspired by Diablo and XCOM
- Managed project workflow in Basecamp, organising weekly meetings and bi-weekly sprints to track progress
- Delivered both dungeon and overworld prototypes, leaving the project in a strong position for continued development

Work Experience

Assistant Producer

Hovi Production | [Slug Wars](#) & Upcoming Fashion Game | 2024 - 2025

- Supported production across multiple game projects, contributing to coordination and delivery
- Created and maintained timelines and backlogs to prioritise tasks and support project progression
- Coordinated task tracking and managed developer workloads in Jira and Basecamp to ensure timely completion
- Facilitated sprint ceremonies, including planning sessions and retrospectives, to improve workflows
- Gathered and communicated weekly progress updates to keep stakeholders aligned
- Contributed to strategic discussions with the CEO and COO on funding and long-term initiatives

Production Assistant

Apple TV | Napoleon & Hijack | United Kingdom | 2022

- Supported production operations on set, ensuring smooth coordination across departments
- Maintained health and safety standards in a fast-paced production environment
- Assisted in maintaining organised and well-prepared production spaces

Technical Administrator

BSG Financial Solutions | United Kingdom | 2019 – 2022

- Coordinated communication between clients, team members, and external providers
- Managed administrative workflows, ensuring accuracy and timely completion
- Prepared reports and conducted audits to support decision-making and compliance

Professional Development

Mentee

Game Production Guild | 2026

- Engaged in one-to-one mentoring with a mid-level producer, gaining insight into industry practices
- Explored topics including risk management, remote collaboration, and day-to-day producer responsibilities
- Applied learnings to personal game projects, strengthening understanding of production workflows

Education

- **Game Production, Business Information Technology, Bachelor of Business Administration (BBA) – Finland, Jyväskylä University of Applied Sciences | 2024 – 2027**
 - Specialising in production and project management
 - Thesis: “The Role of Game Producers in Video Game Production: Managing Project Scope and Development Challenges”
- Certificate in Filmmaking – United Kingdom, National Film and Television School | 2022
- A Levels: Religious Studies, Sociology, Psychology – United Kingdom, Yavneh College | 2018

References available upon request