

SUTAR ABHILASH

ASPIRING GAME PRODUCER

MOTTO : PLAY UNTIL YOU DIE, THEN "RESPAWN!"

CONTACT DETAILS :

 [Portfolio](#)

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Location : Warsaw, Poland

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CAREER SUMMARY:

Aspiring Game Producer currently sharpening my skills at Futuregames Warsaw. I understand how games are built and where they break. My experience isn't just theory, I've managed community events, tracked production risks, and worked directly with developers to solve problems. I am looking to apply that hands-on experience to help teams deliver great games on time. I've seen the end of the pipeline (QA), and now I'm ready to help manage the whole journey as a Producer.

EDUCATION:

- 2025 - 2027** ● **Diploma : Game Production**
 - Futuregames (Warsaw)
- 2018 - 2022** ● **B.Tech CS : Game Development**
 - Backstagepass Institute of Gaming & Technology.
 - **GPA 7.0**
- 2016 - 2018** ● **Intermediate (M.P.C)**
 - Narayana Jr.Clg.
 - **GPA 8.0**

EXPERIENCES:

QA GAME TESTER (PRODUCTION SUPPORT)

GAMITRONICS (HYDERABAD) 
04/2022 - 03/2025

- ✓ **Cross-Functional Collaboration:** Participated in daily stand-ups and sprint meetings with designers, artists, and developers to report on project health and development pace.
- ✓ **Event Management:** Orchestrated live Metaverse events for high-profile clients including Airtel, Van Heusen, and ENO, managing setup, execution, and troubleshooting.
- ✓ **Community Management:** Organized and hosted community playtest sessions with over 50 participants, gathering feedback to inform design iterations.
- ✓ **Risk Analysis:** Utilized debug tools and profiling data to identify critical bottlenecks, ensuring performance stability across Windows, Android, and iOS platforms.

SKILLS:

- Production
- GDLC (Game Dev Life Cycle)
- Agile Methodology
- QA Pipeline Management
- Test Management
- Team Management
- Localization Management
- Metaverse
- Understanding of Technical Constraints & Performance Optimization
- Problem Solving
- Documentation
- Cross-Functional Team Leadership
- Risk Management
- Communication & Stakeholder Management
- R&D



INTERN & JR.GAME TESTER

VINCELL STUDIOS (BANGLORE) 

08/2021 - 04/2022

- ✓ **Team Leadership:** Onboarded and trained new QA testers on testing protocols and tracking software (Jira, Redmine), improving team efficiency.
- ✓ **Process Improvement:** Introduced optimized workflows for performance testing and profiling in Unity to better track FPS and memory usage
- Credits : Murder Mystery,
Lost Temple,
Secret Agent.

TOOLS:

- JIRA
- ClickUp
- Unity
- Unreal
- Asana
- GIT-hub
- Sourcetree
- Ableton Live
- Ai, Notion, Miro.

LANGUAGES:

English
Telugu
Kannada
Tamil
Hindi

INTERESTS:

- Travel
- Sports
- Academics
- Economy & Investments
- Racing Games

EXHIBITIONS & ACTIVITIES:

GAMERCONNECT : HYD 2017

Gamer Connect is a large meet-up of gamers from all over India. I've attended the event and had the opportunity to test out new games, engage with game developers, and network with fellow gaming enthusiasts. Gamer Connect not only fueled my passion for gaming but also provided valuable insights.

IGDC : HYD 2018,19,22,23

IGDC (India Game Developers Conference) I've attended this event as volunteer where I had the exciting opportunity to walkthrough various game stalls and set up playtest environments. Engaging and interacting with industry leaders gave more depth knowledge in gaming. My involvement in setting up playtests allowed me to contribute to the event's success.

NASSCOM : HYD 2018

Nasscom (National Association of Software and Services Companies) is an IT(Information Technology) summit, where I've attended the summit representing my college alongside the college management.

IGX EXPO HYD 2018 :PUBG mobile Champions(2018) "Runner Ups"