

## CONTACT


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## EDUCATION

Aug 2025 – May 2027
**University of Utah**
M.S. Game Development
*Focus: Game Production*
**CURRENTLY ENROLLED**

2020 – 2024
**University of Utah**
B.S. in Games

## SKILLS

### PRODUCTION

- Agile & Scrum
- Sprint & backlog planning
- Milestone tracking
- Risk mitigation
- Stakeholder communication
- Cross-functional leadership

### TOOLS

- Jira · Confluence · Miro
- Unreal Engine 5
- Unity & GameMaker
- Adobe Suite

### DEVELOPMENT

- Python · C# · Swift
- Alt+Ctrl / Hardware
- PC & Mobile platforms

# NICHOLAS BURUM

**GAME PRODUCER**

M.S. Game Development candidate (Game Production focus) with a shipped Steam title, 7 produced projects across teams of 3–24, and an IndieCade 2026 submission. Experienced in Agile/Scrum pipelines, cross-functional leadership, and full production lifecycles from concept through release.

## PROJECTS

**Heavy Metal — SteelBeat Studio** — **IndieCade 2026 · Alt+Ctrl · PC · Unreal Engine 5**
*Producer (Art & Hardware Pipeline) · Team of 15 · 3 Producers*

- Co-produced a co-op heavy metal rhythm game with a custom physical hammer & billet controller, submitted to IndieCade Festival 2026
- Directed the art production pipeline; contributed to hardware controller fabrication and in-engine implementation in UE5

**Tea-Ter Time** — **Graduate · Year 1**
*Producer · Team of 15*

- Led production across a 15-person cross-functional team; owned sprint cadence, milestone tracking, and cross-department dependencies through full delivery

**Familiar Memory** — **Graduate · Year 1**
*Producer · Team of 8*

- Produced an educational narrative game on dementia; coordinated narrative, environment, and engineering tracks to ensure cohesive on-schedule delivery

**Through The Lens** — **Graduate · Year 1**
*Producer · Team of 8*

- Managed scope and production pipeline for a dual-world arcade shooter; mitigated risk by aligning high-concept design with achievable sprint targets

**My Little Cemetery Game — Resting Place Games** — **Steam · Published**
*Producer · Team of 24*

- Directed end-to-end production from concept through commercial Steam launch; owned sprint planning, milestone tracking, and daily standups across a 24-person team
- Coordinated art, engineering, and design stakeholders through Agile workflows to deliver on schedule

**Light In The Dark · New Moods · Deafening Truth** — **itch.io · GX.Games · Film**
*Producer / Designer / Animator · Teams of 3–9*

- Produced three additional shipped titles across teams of 3–9; owned full production pipeline, task assignment, and stakeholder communication on each

## PROFESSIONAL EXPERIENCE

**Resting Place Games, LLC** — **Aug 2023 – Aug 2024**
*Game Producer*

- Co-produced commercially released Steam title with a 24-person team; managed master timeline, weekly progress meetings, and daily standups through launch

**Idaho Virtual Reality Council** — **May 2019 – Apr 2020**
*Social Media Marketing Intern*

- Managed client communications and coordinated public-facing events end-to-end

## CERTIFICATIONS

**Lassonde Studios — University of Utah**
*Lassonde Founder + X Scholarship & Certification*

- Launched startup over 2 years; received seed funding · Completed Entrepreneurship Focus

**Digital Media Academy / Harvard University**
*iOS Game Programming Certification*

- Swift bootcamp; designed and shipped a complete iOS game in one week