Katie Millar
Associate Producer

07919144943
katiemillargames@gmail.com
https://www.linkedin.com/in/ktmillar/

Summary

With a degree in Computer Games Design from the University of Suffolk, I currently work as Volunteers Lead for Into Games, a non-profit working to make careers in games more accessible. I am experienced in project management, Agile workflow, and developing business relationships with game studios across the UK. **At present, I lead the UK's largest network of game industry volunteers**, and have been described as approachable, hard-working, and an excellent communicator.

Experience

May 2021 - Present
Project Manager & Volunteers Lead – *Into Games*

- I currently lead and manage **over 700 Video Games Ambassadors** - game industry professionals who volunteer their time for educational projects across the UK. I am responsible for liaising with both volunteers and the education sector, sharing weekly updates with the network, and publishing monthly reports on the project which are presented to high-profile industry stakeholders.
- In 2021, I planned, developed and implemented the Into Games Careers stage at **EGX**, creating a space at the convention for nearly **70k attendees** to find out more about careers in games across four full days.
- I co-ordinate the Into Games Champions programme, enabling games industry staff to learn how to become better educators, mentors, and allies. This work involves developing workshop content closely with outside providers, processing and iterating on feedback, as well as **communicating and scheduling directly with industry staff from both AAA and indie studios**.

April 2020 - March 2021
Social Media Manager & Game Designer – *Monkey Hat Games*

- I assisted with the creation of company reports, which played a major part in securing **£7000 of studio funds** from the UK Games Fund.
- I was responsible for social media management of Monkey Hat Games' social profiles. My responsibilities included creating written and graphic content, scheduling posts, and analyzing data to boost engagement.

Accomplishments

- Assisted in the development of the Into Games Career Festival through communicating with game studios and industry volunteers, helping bring in **65k unique livestream viewers and over 750 new community members**.
- Coordinated, led, and presented in-person Access to Games workshops with industry volunteers at secondary schools across West Sussex, introducing over **500 GCSE-aged children to careers in the industry and conducting their first-ever game jam.**
- Working as part of a team, I developed *Dreamhopper*, a 72-hour game jam project that currently stands at over **27k plays** on Armor Games.
- Currently undertaking two online courses covering how to become a better Project Manager & Agile Project Manager.

Education

September 2017 - June 2020
University of Suffolk, Suffolk – *Computer Games Design – 2:1*

References available upon request.