



BAYAN MASHAT

Video Game Producer

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ABOUT

Experienced game producer, worked on multiple interdisciplinary teams leading, designing, and launching games for startups, educational institutions, and independently.

AWARDS & SCHOLARSHIP

- Best aesthetics award in UC Davis game jam.
- 1st place in Intel International Science and Engineering Fair.

INVITED TALKS AND PANELS

2019 - Judge for Replit's 1st Game Jam.
2017 - Speaker at Princess Noura University.
2016 - Speaker at UC Davis ModLab.
2012 - Speaker in TEDxYouth @ Jeddah.

EDUCATION

University of California at Davis
2019 B.S. Computer Science
(awarded scholarship)

GAME EXPERIENCE

Blue Tango Street

Founder / Game Producer | October 2020 - Present

- Launched an independent game studio to develop first commercial game, "Job Will Hunting".
- Recruited a seven person remote team of artists and developers to create the first prototype.
- Led team to create design docs and test game mechanics for the prototype.

"Re:Search, A Campus Story" for University of California

Lead / Game Producer | March 2017 - Present

- Hired to conduct an independent, experimental team to develop an educational video game for UC Davis's "Introduction to Research" class.
- Led meetings with stakeholders to create success criteria and design docs for video game.
- Hired and led a multi-disciplinary team of 8 people to design, prototype, build and successfully launch Re:Search in 10 months to 9 UC campuses.
- Secured \$500K in follow-on funding to expand after the launch.

Leyton USA

Technical Consultant | June 2020 - August 2021

- Led initiative to identify new business opportunities in the video game industry.
- Presented findings to leadership that resulted in the creation of a new video game sales channel for the company.
- Won an internal competition that identified the top three performing women in the company.

"Proxi" for Gallium Studios

Game Design Intern | August 2018 - October 2019

- Hired as intern to design an AI-powered chatbot for Proxi, a new Will Wright game.
- Created chatbot prototypes to test game mechanics.
- Led team efforts to select 10 historical characters recognized in Asia, Europe, and the US to support international game release.
- Collaborated with historians to collect memories of historical characters to feed into AI algorithm for chatbot.
- Promoted to full-time employee.

RESEARCH & PROJECTS

2018 - E{du}motion @ D.I.C.E Lab in UC Davis

A Web app to study emotion tracking effect on academic performance for students

2016 - SHADOW PAN @ UC DAVIS

A game to provide help for people dealing with depression via interactive conversations.

2015 - ROBOBRICK @ UT AUSTIN

Interactive coding objects to teach visually impacted students how to program robots.

2011 - GOOPLAY @ INTEL ISEF

An educational video game for improving web-searching skills for children.