



London, UK  
Jeddah, KSA



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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)

# BAYAN MASHAT

Video Game Developer and Producer

## GAME EXPERIENCE

### Microsoft - Turn 10 Studios

*Associate Game Producer | Apr 2022 - Oct 2023*

- Managing the day-to-day operations of the Concept Art, Look Development, VFX, and Procedural teams.
- Driving capture and cost of requirements for their deliverables, clears blocking issues and dependencies across partner teams, and ensures successful weekly and quarterly goal deliveries.
- Establishing and communicating clarity across high-risk tasks, teams, and dependencies.

### Blue Tango Street

*Founder / Game Programmer & Producer | October 2020 - Present*

- Launched an independent game studio to develop first narrative-driven game, "Job Will Hunting".
- Recruited a remote team of artists and developers to create the first prototype.
- Led team to create design docs, explore art direction.
- Programmed and launched a short narrative, Backspace, Backspace, Backspace.

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

*Lead / Game Producer | March 2017 - June 2019*

- Conducted an independent, experimental team to develop an educational video game for UC Davis's "Intro to Research" class.
- Led meetings with stakeholders to create success criteria and design docs, resulted in securing \$500K in follow-on funding to expand.
- 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.

### Leyton USA

*Technical Consultant | June 2020 - August 2021*

- Led initiative to identify 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. Promoted to full-time employee.
- 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.

## 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.*

**2011** - GOOPLAY @ INTEL ISEF

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