

GAVIN PARR

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Education

Pearson Electrotechnology Center

Diplôme d'études professionnelles in Computing & Networking

2017 – 2018

Montreal, Quebec

Technical Skills

Languages: LUA, HTML/CSS, English, French

Design & Production Tools: Roblox Studio, Notion, Miro, Google Workspace, JIRA, Trello, Monday.com, Asana

Methodologies: Agile/Scrum, Kanban, UX-focused Design Thinking, LiveOps Strategy, Player-first Design

Experience

Game Producer

Mar 2025 – Present

Voldez *Montreal, QC (Hybrid)*

- Manage cross-disciplinary production for **NFL Universe Football**, coordinating design, engineering, and art to deliver on schedule and resolve blockers.
- Maintain and evolve live-operation Gantt tracking, ensuring milestones are met efficiently and transparently.
- Proactively identify risks, implement creative solutions, and align production with game goals.

Senior Game Designer

Aug 2023 – Mar 2025

Supersocial Inc. *Montreal, QC (Remote)*

- Led game design for high-profile branded projects: **Warner Bros (Elf)**, **Bandai Namco (PAC-MAN)**, and **Gucci**.
- Designed and balanced core mechanics, FTUE, and monetization strategies aligned with partner IPs.
- Mentored junior designers and ensured cross-functional alignment on creative direction.

Founding Game Designer & Producer

Jun 2018 – Aug 2023

BloxCrafters Studio *Montreal, QC (Remote)*

- Created and operated games with over **250M+ unique plays** on Roblox.
- Managed full development lifecycle, live ops, QA, and player support for multiple titles.
- Drove community engagement and improved products through feedback-driven iteration.

Featured Projects

Ultimate Football – NFL | *Production, Cross-Discipline Coordination, Strategic Planning* March 2025 – Present

- Lead production efforts on Ultimate Football, an officially licensed NFL experience, aligning stakeholders and ensuring timely delivery of features and content.
- Manage cross-disciplinary teams (design, engineering, art) to resolve dependencies, improve workflows, and maintain production momentum.
- Drive strategic planning and roadmap execution, identifying risks and opportunities to enhance both player engagement and operational efficiency.

PAC-MAN Simulator – Bandai Namco | *Lead Design, Level Design, Partner Relations* June 2024

- Collaborated with all departments to ensure the successful execution of Pac-Man Simulator design goals and objectives.
- Designing Pac-Man Simulator with a strong focus on community feedback, ensuring the game meets player wants and needs while maintaining the iconic Ghost brand elements.
- Collaborated with Bandai Namco to design a PAC-MAN game aligned with their vision and brand objectives.

Elf Northpole Workshop – Warner Bros | *Lead Design, Marketing, Roblox Studio, Partner Relations* December 2023

- Lead Design with Warner Bros Motion Pictures to design and execute a special project celebrating the 20th anniversary of the movie Elf.
- Worked closely with the movie's director to ensure the project captured the spirit and charm of the beloved film.
- Developed and implemented creative concepts and interactive elements to engage fans and commemorate the milestone anniversary limited event.

Gucci Ancora Fashion Show – Gucci | *FTUE Design, Quality Assurance, UX Design* August 2023

- Collaborated with Gucci on the Ancoras fashion show project, achieving 22,000 concurrent users (CCU) through engaging world & game mechanics.
- Focused on improving the first-time user experience (FTUE) and overall user experience (UX) to ensure a seamless and enjoyable introduction for new players.