



RILEY TAUSCHER

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SKILLS

GAMES & TOOLS

- **Game Engines:** Unity, Unreal, Phaser, PixiJS, PlayCanvas, Torque, Source
- **Production & Tracking Tools:** JIRA, Confluence, Hansoft, ShotGrid, Airtable
- **Game Development:** Casual Games, Live Ops, Slot Games
- **Languages:** C++, C#, Javascript, PHP, HTML/CSS
- **Technical Tools:** Git, Perforce, JSON, Build Review & Visual Studio Debugging
- **Art & Design:** Art Creation with Adobe Suite (Photoshop, Illustrator, Animate, After Effects, Premiere Pro), UI/UX, Style Guide, Art Review Feedback & Iteration

PROJECT & PRODUCTION

- Game Production & Delivery
- Product Roadmap & Release Planning
- Cross-Functional Team Leadership (25+ members)
- Third-Party Vendor Management
- Project Planning, Scheduling & Estimation
- Risk Management & Forecasting

CORE STRENGTHS

- Market Alignment & Monetization Strategy
- QA Strategy & Continuous Improvement
- Localization & Global Market Support
- Technical & Creative Problem Solving
- Adaptability & Rapid Execution

EDUCATION

2005-2008

University of Anchorage Alaska
Bachelor of Science in Computer Science

EMPLOYMENT

KONAMI
GAME PRODUCER
APR 2024 - CURRENT

- Produced RMG portfolio built on Phaser V2, **scaling from 7 to 24 titles per year** (3x) & building a one-year content backlog to stabilize the roadmap.
- Drove top RMG titles to **~500K daily active users (DAU)**.
- Authored technical specifications guiding internal & third-party **engineering teams**, ensuring feature accuracy & build consistency across the catalog.
- Partnered with third-party studio **PlayStudios** on the **MyKONAMI** social-casino app, shipping 25 titles/year with seasonal & promotional content ~50 new titles over 2 years.
- **Localized ~100 RMG titles into 6 languages**, including per-market art revisions.
- **Owned roadmap & process improvements** & led the **UX/UI redesign**, adding responsive support (portrait + landscape) to modernize the RMG catalog.
- Drove a **17% revenue increase** (Apr 2024-2025) through efficient project planning, improved game design, an optimized framework, & more engaging games.
- **Created seasonal live content** (Winter, Fall, Easter events); originated new game concepts including Bomberman Keno & an online RMG horse-racing game.

SHIPPED GAMES

MYKONAMI (iOS, 2024)
AFRICAN DIAMOND (HTML5, 2024)
OCEAN SPIN MIGHTY SHARK (HTML5, 2024)
CELESTIAL SUN RICHES (HTML5, 2024)
MONEY BLAST WITH QUICK STRIKE ONLINE (HTML5, 2025)
DRAGON'S LAW FORTUNE BAGS (HTML5, 2025)
CHILI CHILI FIRE HOT RUSH RED FEVER (HTML5, 2025)
BA FAN JIN BAO ABUNDANT FORTUNE (HTML5, 2025)
STUFFED COINS TOAD (HTML5, 2025)
K-POW! PIG BRILLIANT BUDDHA (HTML5, 2025)
ALL ABOARD MASKED WARRIOR (HTML5, 2025)
UNWOOLY RICHES SUGAR (HTML5, 2026)
CHARMS FULL LINK LEPRECHAUN'S BLESSING (HTML5, 2026)
BOMBERMAN BLAST (HTML5, 2026)
DAUBER FRENZY STAMPEDE SHARK (HTML5, 2026)

IGT
SENIOR GAME PRODUCER
JULY 2022 - OCT 2023

- Oversaw 5 third-party studios in parallel including **King Show Games**, **Rising Digital**, **Wild Streak Gaming**, **Ingenuity**, and **Junto Games**, publishing 25+ Unity **Class III video-slot titles** that met IGT standards & hit market goals.
- **Directed the development of top global performers** such as **Magnificent Phoenix**, **Everlasting Turtle**, & **Jin Ling Link Emperor's Throne**, all three named in **Eilers & Krejcik's Top 15 New Games** report.
- Trained & mentored producers, building team capability & consistency across projects.
- Led localization for 6 titles, expanding reach across Latin American and Asian markets.
- Partnered with the Project Manager on a 5-year roadmap & resource-allocation plan through 2027 to support long-term growth.

More exp below

EMPLOYMENT CONT

SHIPPED GAMES

888 PANDA / 888 EMPRESS (Casino, 2022)
FU GUI HAO MEN (Casino, 2022)
LOBSTERMANIA (Casino, 2022)
MAGNIFICENT PHOENIX / EVERLASTING TURTLE (Casino, 2023)
FESTIVAL LINK FORTUNE & FAVOR / JOY & LUCK (Casino, 2023)
GOLD PARTY / HAPPY LUCKY (Casino, 2023)
COSMIC CASH (Casino, 2023)
MEOW DE BAO ZANG CHAMBER OF TREASURES (Casino, 2024)
BIG JUAN (Casino, 2025)
JIN LING LINK EMPEROR'S THRONE / RUBY THRONE (Casino, 2026)

ARUZE GAMING
GAME PRODUCER
MAY 2022 - JULY 2022

- Built Mensa Table Progressive, an electronic 12-player poker table, taking it from proof-of-concept to a launch-ready product that **secured major funding**.
- **Developed the front-end & designed the UX/UI** for the operator & player-facing experience.
- Partnered with third-party studios to bring their games onto Class III cabinets.

SHIPPED GAMES

MENSA TABLE PROGRESSIVE (Casino, 2022)
LUCKY FU WAWA (Casino, 2022)
MIGHTY TIGER (Casino, 2022)
STREET STEEL (Casino, 2022)
HULUNBUIR GRASSLAND (Casino, 2022)
DRAGON TREASURE (Casino, 2022)

TAUSCHER & COMPANY
EXECUTIVE PRODUCER
APR 2013 - MAY 2022

- Ran a freelance creative studio delivering graphic design, photography, video, & social media marketing for cosmetic and entertainment **clients including Dr. Paul Nassif (Botched)** and other independent artists.
- **Generated over \$500K in creative-services revenue** across brand, content, & campaign work.

GAMELOFT
GAME PRODUCER
APR 2014 - APR 2015

- **Lead development** teams towards the completion of **top-tier mobile game titles**, providing guidance & support throughout the development cycle to ensure successful project delivery.
- Plan & coordinate the development cycle, establishing clear milestones, deliverables, & timelines to maintain project progress & meet deadlines.
- **Motivate & inspire team members**, creating a positive work environment & encouraging their professional growth and development.
- **Proactively identify & resolve challenges & roadblocks**, implementing solutions to maintain project momentum & mitigate risks.

SHIPPED GAMES

ICE AGE: VILLAGE (Android & iOS, 2014)

SUNSTORM GAMES
GAME PRODUCER
DEC 2012 - NOV 2013

- **Delivered top-grossing children's titles** (Fair Food Maker, My School Dance, ICEE Maker, Cupcake Maker) **generating 140M+ downloads**, with games consistently ranking **in Apple's Top 10 Kids charts**.
- Managed concurrent projects from concept to release, building schedules & milestones with team leads while mitigating risks and streamlining workflows.
- Partnered with QA to drive continuous testing & product improvements.
- Contributed to the studio's acquisition by TabTale through proven product value.

SHIPPED GAMES

ICEE MAKER (Android & iOS, Dec 2012)
FAIR FOOD MAKER (Android & iOS, Nov 2013)
MY PONY - DRESS UP & FEED PONIES (Android & iOS, Sep 2013)
SUNNYVILLE PETS (Android & iOS, May 2013)
SUNNYVILLE SALON (Android & iOS, June 2013)
SUNNYVILLE PET SALON (Android & iOS, Oct 2013)

F9 ENTERTAINMENT
GAME PRODUCER
APR 2012 - OCT 2012

- **Led a team of 10-15** through active development on an unannounced title, managing milestones, timelines, bug tracking, QA coordination, & external partner communication until studio closure in 2012.

SHIPPED GAMES

UNANNOUNCED TITLE (PC, 2012)

GARAGEGAMES
ASSOCIATE GAME PRODUCER
APR 2011 - APR 2012

- Supported development of the **Torque Game Engine**, authoring technical documentation, guidelines, & tutorials for the developer community.
- **Fielded & resolved technical support issues** from the developer community.
- **Built 3D content packs** for the GarageGames store & external marketplaces.
- **Managed the third-party asset store**, coordinating developers selling their assets through the platform.
- Coordinated QA, usability testing, bug tracking, & feedback to engineering.

SHIPPED SOFTWARE

TORQUE 3D (PC, 2011)
TORQUE 2D (PC, 2011)
3 STEP STUDIO (PC & Mac, March 2012)

Side Projects

INDEPENDENT PROJECTS GAME PRODUCER 2001 - 2011

- **Managed & led remote teams of volunteers** in the development of multiple Half-Life GoldSrc mods during the early 2000s.
- Oversaw **project management, engineering, 3D art creation, & community** to ensure successful mod releases within a remote & volunteer-based setting.
- Received nominations & prestigious **Mod of the Year awards in 2002, 2004, & 2005 by ModDB.**
- **Recognized by PC Gamer** for "The Trenches," lauded as a **"Fine example of a total conversion,"** showcasing the success achieved through remote and volunteer collaboration.
- Proficient in Half-Life modding using the Source Engine, with a strong emphasis on creativity & innovation within distributed teams.
- Demonstrated skills in remote team management, effective communication, & task coordination to achieve project goals in a volunteer-driven environment.

SHIPPED GAMES

EARTH'S SPECIAL FORCES (PC / Nov 2002)
THE BATTLEGROUNDS (PC / July 2003)
THE TRENCHES (PC / July 2005)
WW1 SOURCE (PC / 2011)

RECOMMENDATIONS

if it will help!

"Riley is a very detailed oriented producer, who is able to see the big picture and manage her own time while helping to drive the team forward to a final polished goal. She seeks out opportunities to add additional value to the project by contributing at a production level whenever she has available time, and has some great creative thinking and problem solving skills. "

Brett Russell,
Studio Manager, Sunstorm Games

"Riley is a **dedicated** and thorough individual who has a real knack at understanding both the technical and practical aspects of game development. She possesses a great amount of flexibility to participate in various different job skills in a dynamic environment. Her work on "The Trenches" was invaluable and the project literally would not have come to fruition without her expertise and aggressive method for addressing problems."

Chris DeForge,
Producer, The Trenches

"While working with Riley on the The Trenches, she acted as **a complete professional** in every task she accomplished. Her consistent attention to detail and work ethic proved to be successful in the competitive Half-Life Mod scene. Her inspiring personality and strong devotion to professionalism inspire herself and others to accomplish tasks well ahead of schedule. I strongly recommend Riley to anybody who requires the addition of a devoted professional with a proven track record to their team."

Evan Murphy,
Lead Level Designer, The Trenches

"Riley is a bright individual with **great potential as a leader.** Her knowledge of the market is a very valuable asset. If she doesn't have knowledge in a specific area, she seeks it and assimilates it. In her short time at GG, she performed well in QA, managing the store, and was making great strides towards more influence in product marketing."

Eric Preisz,
CEO, GarageGames

"Riley defined **"jack of all trades"** when she worked at GarageGames. She did not hesitate to get her hands dirty in everything that came her way whether it was technical help, community, marketing or research...she was always helping out. The combination of her technical knowledge as well as her zeal to help customers out...especially small developers is a rare combination. I know Riley will help many others in whatever venture she decides to take on."

Dexter Chow,
Executive Producer, GarageGames

"Riley's versatility is one of her greatest assets. She was willing and able to work on just about anything the company needed. If there was something she didn't know, she immediately dove in and learned what she needed. Riley helped QA, managed our 3rd party store, assisted with marketing and worked hand in hand with customers to resolve issues and inspire community interaction. Riley was a pleasure to work with and I'm confident she will do well where ever she goes."

Derek Bronson,
Producer, GarageGames

"Riley is incredibly insightful in both video game design as well as in people management. She is extremely attuned to elements within games that are in need of improvement, and suggests appropriate solutions that accommodate project timelines and budgets. She rapidly and accurately assesses the abilities of others, and establishes excellent relationships and encourage the team with clear and concise direction. Riley's keen sense of games and people is perfect to keep projects on track. She always conveys her concerns as a strong advocate for the good of the product. I've been constantly surprised at how well she is able to identify what is the most appropriate decision to ensure the highest level of success."

Jared Judd,
Lead Software Engineer, SunStorm Games

