

Spencer Nelson | Associate Producer

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Projects

Call of Duty: WWII “Shadow War” DLC—Associate Producer—2018

Produced all MP maps; managed mocap shoot with animation team; drove bug-fixing efforts; managed resource allocation and roll-off to various projects.

Call of Duty: WWII “United Front” DLC—Associate Producer—2018

Co-produced all MP maps; tracked design, animation, and audio features; led stakeholder reviews; coordinated external user-testing; supported systems design pod; oversaw studio-wide playtests.

Call of Duty: WWII “The War Machine” DLC—Associate Producer—2018

Organized live operations updates, fixes, and content planning; produced content for “Shamrock and Awe” event; key producer over “Leprechaun Hunt” game mode; drove major design and gameplay engineering deliverables for all MP maps; maintained task list for MP systems design team; led studio playtest efforts; facilitated weekly design meetings.

Call of Duty: WWII “The Resistance” DLC—Production Coordinator—2018

Coordinated content, production, and marketing efforts for “Winter Siege” event; assisted live operations teams to launch substantial content updates; managed task backlog for new “Resistance Division”; directed voice talent.

Call of Duty: WWII—Production Coordinator—2017

Drove key features to completion across disciplines; planned and managed sprints; assisted with triage; maintained facial animation pipeline; managed dialogue and SFX deliverables; facilitated QA stress tests; supported localization and legal approval efforts.

*For trailers and details about additional projects not listed here, please visit my website.

Work Experience

Sledgehammer Games

Associate Producer (March 2018 – September 2018) | *Production Coordinator* (March 2017 – March 2018)

- Facilitated and tracked key MP features for Call of Duty: WWII across all disciplines
- Supported all aspects of production, including localization, legal, and submission efforts
- Produced 4 MP maps; co-produced 8+ MP maps
- Assisted live operations for 15+ title updates
- Produced audio deliverables for MP team
- Managed assets and requests for external cinematics vendor

Skills

- Live operations
- Agile development
- Organization within Scrum processes
- Excellent communication
- Content planning
- Asset and data documentation
- Conducting stakeholder reviews
- Jira
- Triage
- Pipeline management
- Playtesting and feedback
- Cinematics asset management

Education

University of Utah

- *MAE Entertainment Arts and Engineering* | Production Emphasis (Fall 2015 – Spring 2017)
- *BMus Music History and Literature* (Fall 2012 – Spring 2015)