Sandy King

07809 385 603 | recruit@kingsandy.com | linkedin.com/in/sandyking2

Hi, I'm Sandy, a senior production professional with over 15 years of experience across indie, mobile, and AAA game development. I've led production and QA teams, managed external co-development partners, and overseen multi-platform release pipelines. I've worked closely with publishing, marketing, and technical teams to ensure games ship on time and to a high standard.

I'm particularly interested in roles where I can combine high-level production oversight with hands-on collaboration. I enjoy working closely with internal teams to solve delivery challenges and keep projects moving, but I'm equally comfortable managing external studios and freelancers where production demands it.

My experience spans the full development lifecycle, with strengths in external team management, tooling pipelines, milestone tracking, and cross-platform release. I've worked directly with Unreal and Unity, supported CI/CD systems, and helped ship games across console, mobile, PC, and cloud platforms.

Key Skills

- Cross-discipline production across Design, Engineering, Art, and Tooling teams
- Team leadership, mentoring, and fostering collaborative development cultures
- External co-development and outsourcing management across vendors and time zones
- Release management across console, mobile, PC, and cloud platforms
- Project planning, milestone forecasting, and risk mitigation
- Budget tracking and cost management across production and QA
- Stakeholder management and timely, transparent project reporting
- Extensive experience with Agile, Scrum, and hybrid workflows, including running ceremonies and adapting practices to team needs
- Jira/Confluence administration and production pipeline integration
- Internal tooling and dashboard development (Python, CI/CD support)
- Experience with Unity and Unreal Engine production workflows

Work History

Sharkmob London - Senior Operations Producer | Oct 2022 - Nov 2024

- Lead Producer for the Core Tech team on an unannounced AAA project, overseeing development of technical pipelines and tooling in Unreal 5 for networking, procedural generation, tech art, and build engineering
- Produced gameplay features in partnership with Design and Engineering, working across internal and co-development teams to align delivery with project milestones
- Managed stakeholder communication and reporting for feature progress, technical risk, and roadmap alignment
- Oversaw QA as part of a broader production strategy — responsible for hiring, scaling, and embedding the QA team into prototype and pre-production pipelines

- Coordinated external QA vendors and integrated their work into day-to-day development processes
- Administered Atlassian tools (Jira/Confluence) for the London studio, including CI/CD integration and custom workflow setup
- Built internal tools using Python to surface utilisation metrics and scope tracking dashboards, improving milestone confidence and team forecasting
- Collaborated with the Lead Technical Animator to develop an open-source asset pipeline for the Art team, focusing on Jira integration to abstract artists from direct ticket interaction

Sharkmob London - Senior QA Manager | Mar 2021 - Sep 2022

- Led production for Combat features on an unannounced AAA project, working closely with Design, Engineering, and Animation to prototype and iterate on core gameplay systems
- Supported feature production on Exoborne, contributing to prototyping of Vehicles, PVP systems, and Extraction modes
- Managed the QA department for the London studio, including hiring, training, and embedding QA staff into cross-functional teams
- Collaborated with the Swedish development team to align QA processes during Exoborne's vertical slice
- Worked with production leadership to align feature and QA delivery with milestone planning and roadmap priorities

Curve Digital - Head of QA | Jan 2020 - Mar 2021

- Built and managed an internal QA team to support a wide-ranging indie publishing portfolio across multiple studios
- Organised and oversaw multiple external QA vendors for Functional, Localisation, Compatibility, and Compliance testing
- Managed annual QA budgets exceeding £2 million, including forecasting, cost tracking, and vendor contract oversight
- Oversaw release management for digital and physical editions across Stadia, Xbox, PlayStation, Nintendo, Steam, and mobile platforms
- Coordinated porting processes and cross-play feature support across platforms, aligning technical and release goals
- Liaised with publishing and marketing teams to ensure QA and release schedules supported coordinated launch milestones
- Served as Jira administrator for the organisation, setting up project workflows and supporting cross-discipline usage for external teams
- Managed hardware inventory and procurement across internal and external QA and development teams

Mediatonic - QA Manager | Mar 2016 - Dec 2019

- Led the QA discipline across four studios, managing a team of 25 staff and shaping QA strategy across multiple projects
- Worked with the Technical Director to prototype automated performance testing solutions for mobile SKUs and build automation frameworks for future projects
- Coordinated multiple external QA vendors for Functional, Localisation, and Compatibility testing across platforms
- Served as Jira administrator, supporting workflow setup, team onboarding, and cross-project consistency

Mediatonic - Principal QA | May 2015 - Mar 2016

- Acted as the primary QA stakeholder for project delivery, working closely with production to integrate QA into development workflows
- Led the modernisation of QA practices, introducing process improvements and tighter alignment with cross-discipline teams
- Mentored QA staff and established best practice guidelines across teams and projects

Earlier Roles

- **Senior QA**, Microsoft GTOE (2013–2015)
- **QA Consultant**, Kuato Studios (2013)
- **QA Tester**, Colossal Games (2012–2013)
- **Functionality QA Tester**, SEGA (2009–2010)

Education

MA Digital Games Theory & Design – Merit | Brunel University
BA Graphic Design – 2.1 | Central Saint Martins (UAL)
Art Foundation – Merit | Kingston University