

Maximilian Sigua

Producer | Project Manager | Scrum Master

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Certified Project Management Professional (PMP) and Professional Scrum Master (PSM I) with 5 years of project management experience and a strong focus on game development. As a skilled Project Manager and Lead Producer, I excel in revitalizing complex projects, implementing Agile methodologies, and enhancing team collaboration to deliver compelling game content. Experienced in defining MVPs, restructuring workflows, and creating systems for efficient tracking and documentation, I am known for balancing strategic vision with hands-on execution, driving impactful results in fast-paced and dynamic development environments.

SKILLS

Technical Skills: Jira, Notion, Trello, Confluence, Unity, C#, GitHub, ShotGrid, Salesforce, Adobe Premiere Pro, Adobe Photoshop, Microsoft Office, Google Suite

Certifications & Training: Project Management Professional (PMP), Professional Scrum Master (PSM1), Game Design Fundamentals (LinkedIn Learning)

Project Management Skills: Agile, Scrum, Kanban, Waterfall, Scope, Scheduling, Budgeting, Sprint Planning, Resource Allocation, Stakeholder Management, Cross-functional Collaboration, Documentation

EXPERIENCE

Lead Producer (Freelance)

Small Loan Studio | Los Angeles, CA | October 2024 - Present

- Restructured task-tracking in Notion using Agile methods, including Sprints and Stories, to improve transparency and align team goals with deliverables.
- Reorganized meeting structure to boost cross-department coordination, reducing silos and enhancing project alignment.

Project Manager

AMECO Solar & Roofing | Los Angeles, CA | April 2024 – Present

- Managed solar and roofing projects end-to-end for 75 projects monthly, coordinating site evaluations, drafting, permits, and installations, ensuring compliance with HOA, city, and utility requirements.
- Established quality control standards, performing post-installation reviews with clients and contractors, reducing project reworks by 40% through meticulous Salesforce documentation.
- Acted as main contact for change orders and client-contractor communications, resolving issues promptly and increasing client referrals by 30% through proactive change management.

Producer (Freelance)

Toontown Rewritten | Los Angeles, CA | July 2023 - Present

Producer | Project: Toontown Remastered | September 2023 - September 2024

- Restructured workflow and tracking, prioritizing key tasks and reducing scope to revive a stalled project and drive momentum.

- Phased project into two stages, focusing on asset remastering and redesigning a key area, earning positive feedback from 2,000+ daily players.
- Collaborated with cross-functional teams to ensure high-quality assets and seamless integration, aligning the project with modern standards.
- Communicated progress to stakeholders, securing buy-in for scope adjustments and successfully turning the project around for launch.

Producer | Project: Cartoonival 10 Year Anniversary | July 2023 - September 2023

- Led production for Toontown Rewritten's 10-year anniversary event, coordinating teams to deliver 3 questlines, 30+ items, and a parade float, boosting active users by 79%.
- Resolved questline delays by reallocating resources, allowing the lead designer to focus on top priorities and strengthening team skills.
- Improved tracking and documentation with Notion, Google Sheets, and Docs, creating a structured workflow that reduced sprint failures by 50%.

Project Manager

CREtelligent Inc. | Los Angeles, CA | December 2020 – April 2023

- Managed 80 commercial real estate projects monthly, coordinating ALTA surveys and quality checks to meet standards; streamlined workflows in Salesforce from project start to close-out.
- Created a tagging-based record-keeping system, improving document retrieval by 50% and enabling faster updates; trained PMs for department-wide adoption.

PROJECTS

I Need Space

Game Developer | GBJam11 | September 2023

- Collaborated with a pixel artist and composer to create an immersive gaming experience, demonstrating teamwork and communication.
- Self-taught Unity and C# in 10 days, building a complete game with player movement, collisions, enemy spawning, and difficulty scaling.
- Led UI design, creating intuitive menus and interfaces to enhance gameplay; resolved technical issues to meet the 10-day deadline.

EDUCATION

Bachelor of Arts in Business Administration

University of Florida Warrington College of Business | Gainesville, FL

Specialization: Mathematics