

EMMA BEUKES

Art Producer | Asset &
Pipeline-Oriented Production

CONTACT

Fill Out the Contact Form in
order to get in touch with me,
Thanks!

SKILLS

- Agile Project Management
- Dependency Tracking Across Disciplines
- Scheduling & Milestone Tracking
- Task Prioritization
- Efficient Meeting Planning
- SCRUM
- Cross-functional Team Communication
- Proactive Problem Solving
- Art Pipeline Knowledge & Experience

SOFTWARE

- Slack
- Maya
- Jira
- Unreal Engine/UEFN
- Asana
- Unity
- Miro
- Adobe Suite
- Git/Gitlab
- Microsoft Suite
- Zbrush
- Smartsheet

EDUCATION

University of Utah, Salt Lake City, UT
Master of Entertainment Arts and
Engineering | Production Track
2023 - MAY 2025 | GPA 4.0

University of Utah, Salt Lake City, UT
Entertainment Arts and Engineering
2019 - 2023 | Cum Laude | GPA 3.95

EXPERIENCE

Red Games Co, Associate Producer, 3D Artist

AA Game Studio

Company Website: <https://www.redgames.co>

MAR 2023 – Present

- Filled in for team producer and helped Creative Director kick-start a client's project while also identifying technical limitations for a 12-person team
- Set up key project infrastructure and communication channels including the team's SCRUM board, calendar, storage, and resource scheduling.
- Cleared the team's pipeline-based blockers by reaching out to other team leaders and negotiating resource allocation
- Facilitated task throughput by running stand-ups, conducting efficient meetings, and creating comprehensive documentation for key stakeholders
- Experience in 3D work using UEFN (LEGO Ninjago Battle Arena and Dreamzzz Chasers vs Hunters) along with testing and verifying art assets across a range of quality settings and platforms

PROJECTS

Gibba Gibba, Producer & Art Lead

Unity 6

AUG 2024 - MAY 2025

- Pitched and began development on an 8-month project with a release date in May 2025, overseeing a team of 25 students
- Created spreadsheets to track art assets, where in the pipeline they stood, and whether it was not only created, but also incorporated into the game
- Established a scalable custom art pipeline to meet the performance goals for the Switch, while also ensuring consistent quality and stylization across the art team
- Reduced production time by 50% within the team's asset pipeline by establishing a workflow enabled by using clear documentation and task tracking

Plushie Blaze, Producer & Art Lead

Unity 5

JAN 2024 - MAY 2024

- Led a team of 14 students to create custom hardware for an alternative controller game in an 8-month time frame
- Created and standardized production processes for other producers through clear documentation of Jira ticket creation, tag filtering, and backlog maintenance
- Tracked dependencies by utilizing feature-based Jira epics, connecting tickets, and creating a project wide road map
- Optimized the art pipeline by creating a standardized workflow that cut down asset production time and ensured performant art assets
- Ensured the funding, production, and delivery of 100+ custom plushes for the game by utilizing pre-orders at showcases and working with the manufacturer to ensure quality

Hell of a Racket, Producer & Art Lead

Unreal Engine 5

AUG 2022 - MAY 2023

- Oversaw the asset-based pipelines and tasks on a team of 32 students (art team of 10) holding regular asset reviews, scoping project ideas, and providing asset consultation
- Tracked 60+ 3D/2D assets through the art pipeline using spreadsheets and visual review checkpoints with 97% of assets making it into the final product
- Ensured a manageable product scope by communicating feature costs and suggesting unique solutions to team members focused on time and complexity trade-offs
- Aligned team direction by creating, managing, and verifying the completion of 100+ tasks in a 2 month time window to meet quality standards by the product's launch