

# Hannes De Wispelaere

Agile Game Producer, CSM<sup>®</sup>, CSPO<sup>®</sup>

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**Portfolio** [hannesdw.com](https://hannesdw.com)

**Highly-motivated Game Producer.** I recently switched a successful career in logistics to chase my passion for game development.

I've developed a **versatile producer & project management skill set**, plus a knack for game development whilst working on various industry, personal, and university projects. I have explored PC, Android, and XR platforms.

My extensive **experience in logistics** has given me an eye for deadlines, structure, and detail.

## Recent Experience

**2023**

7 Months

### Internship + Junior Game Producer

*Triangle Factory, Ghent, Belgium*

**Follow-up** of a **VR live-service** project in an **agile** development cycle. I assisted the follow up of several B2B projects, and provided **planning/budgeting** for future projects.

I operated using **Jira, Confluence** and more. I created user stories, epics, bug tickets, Jira filters, and assisted with ticket review and **prioritisation**. I applied **professional communication** (internal & external), guided team stand-ups, and performed critical playtests.

I added to **internal development** by restructuring and enriching the knowledge base. I created propositions for software adaptation, pipeline improvements, store bundles, and foreign market product price points.

**2014 – 2019**

5 Years

### Logistics Clerk

*Trizo21, Nevele, Belgium*

**Responsible for, and operating** the **logistic process** starting from aesthetic **quality control** to sending out shipments. I took care of the **upkeep** of the stockroom & packaging facilities, operated the forklift, and received/stocked incoming shipments.

Using the CRM software, I was responsible for **creating picking lists**, splitting/compiling orders, ensuring delivery addresses and order content is correct, ...

I provided **improvements & optimizations** for the stockroom, workspace, and packaging methods.

## Languages

**Dutch** (Native)

**English** (C2+, Near-native)

French (A2-B1, Low-Intermediate)

## Skills

### PROJECT MANAGEMENT METHODOLOGIES

PRINCE2<sup>®</sup>

PRINCE2 Agile<sup>®</sup>

Scrum

Kanban

### SKILLS

**Agile leadership**

Prioritisation

**Rich communication**

Internal Development

Facilitation

Knowledge Management

Planning / Budgeting

**Unity / C#**

### TRAITS

Proactive

Self-driven

Problem solver

**Empathic**

## Education

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- 2019 – 2023**     **Bachelor of Digital Arts & Entertainment**  
Howest University - Majored in Independent Game Production, *cum laude*
- 2011 – 2012**     **Se-N-Se Social security**  
Lyceum Gent

## Certifications

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**PRINCE2® Practitioner** in Project Management

**PeopleCert International Ltd.** – March 2024

*Expires: March 2027*

**PRINCE2 Agile® Practitioner** in Project Management

**PeopleCert International Ltd.** – June 2024

*Expires: June 2027*

**Certified ScrumMaster® (CSM®)**

**Scrum Alliance, Inc.** – April 2024

*Expires: April 2026*

**Certified Scrum Product Owner® (CSPO®)**

**Scrum Alliance, Inc.** – April 2024

*Expires: April 2026*