

ANUJ PATWARI

VIDEO GAME PRODUCER

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PROFILE

Detail-oriented Video Game Producer with experience in LiveOps, feature development and process optimization. Strong technical and project management skills, with a game design background, delivering high-quality, predictable outcomes. Proven expertise in automation and workflow improvement within high-performance game teams.

SKILLS

- Time Management
- Risk Assessment & Mitigation
- Strong Communication
- Project Management Tools (Jira, Notion)
- Game Engines (Unity, Unreal)
- Strong Technical Knowledge
- Design & Management Methodologies
- Self-Organisation
- Google Sheets & Jira Automations

EDUCATION

KINGSTON UNIVERSITY

MA in Game Development (Design)
2019 - 2020
Course Representative

RUBIKA

Management & Game Design
2015 - 2018
Academic Head - Video Game School

EXPERIENCE

PRODUCER | ZYNGA - CSR RACING

April 2023 - February 2026

- Drove planning, execution, and process design for **CSR2's Battle Pass**, leading discussions and building **tools/workflows to support recurring releases**.
- Streamlined legacy car integration pipeline, **reducing inefficiencies and time-to-market by 40%**.
- Drove **LiveOps roadmap planning and delivery**.
- Coordinated schedules for a **20+ person cross-functional team**, ensuring on-time, high-quality feature delivery.
- Built a fully automated Capacity Tracker with Apps Script, **preventing scheduling conflicts** and surfacing capacity risks early.
- Automated a repetitive Producer task in Google Sheets, cutting effort from **1 hour to 5 seconds** and eliminating errors/training needs.
- Built Jira automations to **maintain hygiene and improve workflow efficiency** across the team.
- Leveraged Google Sheets automation to **boost productivity and accuracy**.

ASSOCIATE PRODUCER | ZYNGA - CSR2

December 2021 - March 2023

- Increased operational efficiency by **automating workflows and optimizing processes**.
- Supported LiveOps initiatives, ensuring **seamless operations and rapid issue resolution**.
- Directed feature development from **concept to launch**, enhancing player experience.

PRODUCTION INTERN | ZYNGA - CSR2

June 2021 - December 2021

- Managed **LiveOps event production and delivery**, ensuring high-quality, on-time rollouts.
- Supported **event planning and execution**, driving schedules to meet production goals.
- Coordinated **live bug resolution** with cross-functional teams to maintain seamless player experiences.