

# ROBERT HUNECKE

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Experienced Producer with a track record of leading multidisciplinary teams in multinational, multicultural environments. Skilled in Agile methodologies, production planning, and risk management. Recognized for clear communication, team alignment, and empathetic leadership.

## EXPERIENCE

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### **Ubisoft Blue Byte GmbH, Düsseldorf** – *Associate Producer*

JULY 2022 - PRESENT

- Lead planning, scheduling, and production strategy for cross-functional teams aligned with overall vision. Coordinate deliverables, milestones, and budgets while proactively managing risks and mitigation plans and manage stakeholders and their expectations.
  - Unannounced Far Cry Title (TBA) | PC, Xbox Series X/S, PlayStation 5
  - Avatar – Frontiers of Pandora (2023) | PC, Xbox Series X/S, PlayStation 5

### **Klang Games GmbH, Berlin** – *Producer*

SEPTEMBER 2021 - JUNE 2022

- Defined production pipelines and workflows in collaboration with leads and directors. Prioritized tasks, resolved production roadblocks, and managed resource allocation across teams. Ensured timely delivery of high-quality deliverables within agile development processes.
  - SEED (TBA) | PC

### **Effekt-Etage GmbH, Berlin** – *Project Manager / Producer*

SEPTEMBER 2019 - SEPTEMBER 2021

- Led real-time 3D and XR projects for major clients (Volkswagen, BMW, Qiddiya). Designed production pipelines and managed implementation with multidisciplinary teams. Balanced creative goals with technical feasibility and client requirements under tight deadlines.

### **SAE Institute GmbH** – *Head of Game Department / Lecturer*

NOVEMBER 2016 - AUGUST 2019 | Head of Game Department Berlin

- Designed curriculum, defined learning goals, planned instructional methods and established evaluation methods. Oversaw program operations, academic planning, and cross-departmental coordination.

JUNE 2009 - AUGUST 2019 | Lecturer

- Practical and Theoretical classes aligned with the curriculum, focusing on practical skills as well as building a theoretical foundation. Developed and refined teaching materials across various game development disciplines.

## EDUCATION

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### **Middlesex University, London** – *Bachelor of Arts (Hons), Digital Filmmaking*

2007 - 2011