

Kaosi Unini

PRODUCER

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Open to associate producer and production coordinator roles · internship, full- or part-time (remote) · available summer 2027

Game producer who started in quality assurance. I've led two remote jam teams to their ship dates, and I write the specs, test plans and decision logs that keep a team building the same game. Graduating from the University of North Texas in May 2028.

GAME PRODUCTION

IndieCade Climate Jam 2026 · Creative Producer & Lead Writer, [Telling the Bees](#)

Jun – Aug 2026

Six-week remote game jam, taken as a for-credit internship (title: Game Design Intern) supervised by IndieCade's COO.

- Recruited and led a six-person remote team across engineering, art and audio; shipped a browser rhythm game on 12 August.
- Ran standups, sprint reviews and the retrospective, and tracked burndown and velocity.
- When both leads read the plan as too big on day five, cut the walk from 15 minutes to 3 and kept the story whole; froze features in Sprint 4 with a written definition of done.
- Gave production and engineering each a lead with the final word in their lane: of 111 cross-team decisions logged in 19 days, 21 were made without me; I originated 4 and ratified 29.
- Wrote the world, all dialogue and the six endings, and built the game's website. Placed 3rd of 50 in the jam's Best Use of Theme category.

IGDA Game Writing SIG Arcjam · Lead Producer and one of four writers, [Launch Day](#)

Nov 2025

72-hour interactive-story jam run by the game writers' group of the International Game Developers Association.

- Scheduled a six-person team of strangers across time zones, ran the standups and kept one shared story board in Arcweave as the source of truth. 2nd of 123 teams; won Excellence in Game Writing.

Apogee Entertainment, a veteran video-game publisher · QA Tester, volunteer

May 2024 – present

- Test new features on request as they are released during development.

PRODUCT & OPERATIONS

Trustedpreneurs, LLC · Product Owner and Product Manager, [Sworn](#)

Feb 2026 – present

A second business run by BNN's owners, who brought me on after I built BNN's knowledge-management system. Sworn is their software for notary-signing companies: each home-loan signing from order to invoice, built by an offshore vendor.

- The owners wanted a signing platform that never competes with its customers. Concepted in 2019, it had a stalled 2024 build and no buildable requirements when I joined, so I started from the market and the users: benchmarking the category leader, feature concepts, personas, then requirements documents with acceptance criteria.
- Designed the notary rating system (operator and consumer ratings, a shared comment, an anonymity rule) and wrote ten specifications the vendor builds from, six with 504 acceptance criteria; every ruling, 388 so far, sits in one trail tied to the meeting that made it.
- Built clickable prototypes of all four user views as the engineers' build reference, delivered on the 1 October deadline with 452 automated checks.
- Testing found regressions and an access flaw that surfaced on every role at least once. I researched how to name it for the engineers, authentication without authorization, and wrote the role spec on it; it was fixed entirely before any client was on the system.
- With the feature set complete, I'm moving into a scrum-master role: the principals accepted my definition of beta and eight entry gates, plus a ninth for compliance, and I set the daily schedule for cross-functional test pods, vendor included, one gate at a time against the manual I'm writing.

Earlier there: *Associate Producer, podcast* (Jun 2025) · *Content Designer* (Jun 2024), built its coaching course system from scratch

BNN Services · Operations Analyst, part-time; previously QA & Knowledge Operations Lead, Quality Control Analyst

Jul 2023 – present

Signing company that sends ~15,000 independent notaries to home-loan closings.

- Built its knowledge-management system: ~150 procedures so new notaries can work from day one without calling support. Built the quality dashboards that rank repeat errors for fixing, and ran lending-partner audits with zero defects across ~45,000 closings.

Life Design with LeeAnne · Editor & Operations Manager, part-time

May 2026 – present

- Edit essays across a 20–25-student season; showed from 274 days of data that its audience is parents, not students.

RESEARCH

- **"He Cancelled It"** (course paper): why *League of Legends* monitors what it can measure but gives ordinary players no accountable place to be judged. Follow-on test: 4,064 games through Riot's API and SQL, a null.
- **Work tribes** (my own study, in design): game workers already say in public what their studios' knowledge systems miss. A member-checked interview study to put it in the language studio leadership designs with, on the workers' behalf.

EDUCATION

University of North Texas · B.S. Game Studies & Design (Narrative Design) and B.S. Information Science (Project & Knowledge Management), expected May 2028 · GPA 3.8 · Dean's List

Tarrant County College · A.S. Computer & Information Sciences · United States Naval Academy · coursework in Data Science

SKILLS

Production: Agile and Scrum ceremonies · sprint planning · burndown and velocity · scope and risk · unblocking · stakeholder updates

Quality: test planning · playtest and feature testing · acceptance criteria · root-cause analysis · process maps · team wikis and documentation

Tools: Jira · Trello · Arcweave · Figma · Obsidian · Excel · SQL · Python · Microsoft 365 · Google Workspace · **Certified:** Atlassian Agile PM