

Peyton Alexandra Epright

Producer | Gameplay Design & Production

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SUMMARY

Producer with experience leading cross-disciplinary teams and delivering playable prototypes from concept through vertical slice. Skilled in pre-production planning (GDD), schedule/milestone tracking (Gantt), task delegation, and establishing clear communication across design, art, and programming departments.

PRODUCTION SKILLS

- Scheduling & milestone tracking (Gantt)
- Scope control & prioritization
- Task breakdowns & delegation
- Production documentation (GDD, pitch decks)
- Cross-functional communication
- Unreal Engine prototyping/blueprints

EXPERIENCE

Founder & Game Director / Producer — Indie Studio (In Development) — Hybrid

2021 – Present

- Accomplished production alignment as measured by an up-to-date, usable GDD, by authoring the document and iterating it throughout development to reflect decisions and current goals.
- Accomplished playable progress as measured by a functioning Unreal Engine prototype, by prototyping/blueprinting and supporting level design while actively managing scope changes.

Marketing Editor (w/Production & Coordination) — Prairie Light Review, College of DuPage

Jan 2022 – Jun 2022

- Accomplished on-time marketing deliverables as measured by deadlines being met, by delegating tasks, driving follow-through, and tracking work items and due dates via Outlook.
- Accomplished schedule visibility and coordination as measured by maintained production tracking, by building Gantt-based plans and organizing check-ins via Outlook.
- Accomplished publication-ready content support as measured by polished digital and print-ready outputs, by reviewing submissions, organizing magazine layout, and editing/proofreading marketing copy through final delivery.

ADDITIONAL EXPERIENCE

- GameStop — Temp. Part-time Assistant Manager (Jun–Jul 2024)
- Amazon Fresh — Team Associate (Jun 2022–Mar 2023)

SELECTED GAME PROJECTS

Peasant Pact (Bogvale Bumpkins) — Multiplayer action roguelite — Project Lead / Producer / Narrative Designer

Team of 28: formed teams, allocated resources, and created/presented a five-minute pitch deck; developed narrative scripts/worldbuilding.

- Accomplished clear project direction as measured by a defined scope and prioritized roadmap, by setting development priorities and maintaining ongoing production plans in Microsoft Planner.

Selenophobia — Prototype (Vertical Slice) — Producer / Director / Lead Designer / Narrative Designer

Team of 10 over eight weeks: coordinated disciplines and production priorities to deliver a vertical slice.

Dimensional — Complex prototype (Visual Novel) — Designer / Producer

Built a Richcast visual novel with 1+ hour runtime; managed narrative structure and implementation.

Requiem — GDD & UE5 prototype (In development) — Producer / Narrative & Design

Solo UE5 project: maintained GDD and continued prototyping/blueprinting.

EDUCATION

- BSc/BEng (Hons) Gameplay Design & Production (In Progress) — Staffordshire University, Stoke-on-Trent, UK (Sep 2023 – May 2027)
- Minor: English (Creative Writing) — College of DuPage, Glen Ellyn, IL, USA (Aug 2021 – Jun 2023)

TOOLS

- Unreal Engine
- Jira
- Microsoft Office (Outlook)
- Maya / 3DS Max
- Adobe Photoshop
- Microsoft Suite
- Google Suite
- Video Editing (iMovie, Movavi 21-25)

LANGUAGES

- English (Fluent)
- French (Intermediate/Conversational)
- Italian (Basic)