

Katelyn Trout (She/Her)

Game Producer and studio founder experienced in coordinating art, design, and engineering teams to deliver commercial and jam-scale titles from concept to release.

Seattle, WA 98109

[Portfolio](#)

katelyn.trout15@gmail.com

EXPERIENCE

Head of Production/Founder • Tavern Rat Studios

August 2023 - Current

Independent game studio developing original titles for PC

- Led production, milestone planning, and release management for *Mischief*, a cooperative action-adventure game launched on Steam, achieving 1,000+ wishlists and 120+ sales within its first six months.
- Directed art, design, and engineering workflows using Miro and Azure DevOps.
- Managed festival promotion, merchandising operations, and release coordination.

Co-Creator/Producer • Card Slap

Feb 2022 - Current

Independent two-person team developing titles for mobile

- Produced and created all art for *Card Slap*, a fast-paced mobile card game launched on iOS and Android.
- Achieved 4,800+ total downloads and averaged 5.2 weekly sessions per active device.
- Oversaw concept design, asset creation, and store submission pipelines for both platforms.

Sr. Product Engineer • The Walt Disney Company

June 2023 - June 2024

- Managed a team of 5 API engineers and 10 data engineers to develop a consolidated Cloud Management tool, improving efficiency and scalability.
- Enabled financial transparency by supporting data engineering initiatives for cloud budget tracking, saving the company \$100M annually through optimized chargeback processes.
- Developed robust APIs to improve data accessibility and facilitate seamless integration with other systems, reducing retrieval times from weeks to seconds.

Sr. Tech Product Manager • Alexa Growth • Amazon

April 2019 - June 2023

- Successfully launched 4 new personalized engagement marketing channels across 4 countries reaching 10+ million customers and driving 6+ million incremental active days for Alexa customers while saving the marketing team ~10,000 hours of manual work annually.
- Led team to develop a machine learning-based content recommendation engine (multi-armed bandit model) that significantly increased Alexa engagement by delivering personalized content recommendations at scale.
- Launched and independently managed over 50 A/B experiments from conception to analysis, resulting in significant improvements in key performance metrics across a variety of channels driving business growth.
- Served as one of the main business review commentary providers on a weekly basis with VP leadership and further improved the internal customer experience by leading a redesign process and building an automated bridge that is distributed to nearly 200 users on a weekly basis and has reduced the time it takes to prepare commentary from 3 hours to 30 minutes.

GAME JAM ENTRIES

Selected game jam projects created under 48–72 hour deadlines.

Flea Circus

Ludum Dare 56 (#90 Overall / #6 Innovation of 1,929)

Forgery Frenzy

Ludum Dare 58 (#104 of 1,391)

Photographic Memory

Ludum Dare 55 (#705 of 2,194)

Swedish Furniture

Behemoth

GMTK 2024 (#527 of 7,546)

Greeting Card Maker

Ludum Dare 54 (#405 of 2,165)

Domino Surgery

Ludum Dare 52 (#153 of 1,692)

One Up

GMTK 2022 (#863 of 6,018)

EDUCATION

Bachelor of Science

Texas A&M University

SKILLS

Production Management

Cross-Functional Team

Leadership

Agile & Waterfall

Methodologies

Game Design & Art

Direction

Project Scheduling &

Backlog Prioritization

Build & Release

Coordination

QA & Playtesting Oversight

Vendor & Stakeholder

Communication