

# OWEN BOWIE

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## SUMMARY

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- Assistant Producer / Live Service Production professional with 2+ years of experience supporting live-service titles across production and QA. Skilled in coordinating remote teams, validating player-facing updates, monitoring KPIs and content performance, and supporting live ops pipelines using internal tools, spreadsheets, and tracking systems. Passionate about football and experienced working on large-scale live products with engaged player communities.

## PROFESSIONAL EXPERIENCE

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### Quality Assurance Tester, Keywords Studios, Montréal, QC

Sept 2022 – Aug 2023

- Supported player-facing live content for a large-scale live-service game by validating quality, progression, reward systems, and in-game economy impacts prior to release, ensuring stable and engaging experiences for a global player base.
- Verified time-sensitive updates and live events using structured test plans, identifying high-risk issues that could impact player engagement or live content cadence.
- Collaborated with developers, producers, and QA peers to track, prioritize, and verify fixes, improving release reliability across multiple live content cycles.
- Used internal tools, spreadsheets, and tracking systems to document defects, assess release readiness, and support efficient workflows in a remote, cross-functional environment.

### Associate Producer, Clipwire Games, Toronto, ON

Mar 2021 – Apr 2022

- Supported delivery of live content for *Bingo Story* by coordinating schedules, resources, and dependencies across production, QA, design, and development teams.
- Maintained predictable live ops cadence by monitoring KPIs, tracking updates, and ensuring content pipelines stayed on schedule with minimal disruption to players.
- Identified operational bottlenecks and contributed to process improvements that increased team efficiency and release stability.
- Maintained detailed documentation, roadmaps, and tracking spreadsheets for games generating \$600,000+ in monthly revenue, improving visibility and accountability across teams.
- Partnered with product management and art teams to align deliverables, clarify requirements, and support development of new features and content.

## EDUCATION

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### Diploma in Game and Level Design, College LaSalle, Montreal, QC

Sept 2023 – Dec 2024

- Graduated with distinction (98.6 average); coursework included programming fundamentals, systems design, and advanced game design.
- Game and level design portfolio: [owenbowie.com](http://owenbowie.com)

### Bachelor of Commerce (Honours), Smith School of Business, Queen's University, Kingston, ON

Class of 2020

- Recipient of multiple merit-based awards, including the Sutton Award and Principal's Scholarship.

### Certified Associate in Project Management (CAPM), Project Management Institute

Jan 2020

## SKILLS

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- Languages:** English (Native), French (Intermediate)
- Production & Live Service:** Live operations support, content validation, tracking tools, cross-functional coordination, release readiness, risk identification, foundational A/B testing
- Quality & Player Experience:** Functional QA, defect triage, player-impact assessment, usability review, attention to detail
- Tools & Software:** Jira, Confluence, Microsoft Excel (Advanced), Perforce, Word, PowerPoint, Outlook, Trello

## INTERESTS

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- Football (soccer): Lifelong player and fan; closely follow the English Premier League.
- Rapid-scope game jams (48 hours or less), focused on fast iteration and collaboration.
- Endurance sports: swimming, biking, and running; training toward a future triathlon.