

OWEN BOWIE

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SUMMARY

- **Assistant Producer / Live Service Production professional with 3 years of experience supporting live-service mobile game 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 mobile games and experienced working on large-scale live products with engaged player communities.

PROFESSIONAL EXPERIENCE

Quality Assurance Tester, Keywords Studios, Montréal, QC

Sept 2022 – Aug 2024

- Supported live content for *Magic: The Gathering Arena* on iOS and Android 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* on iOS and Android 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 mobile 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

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

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

- **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, TestRail, Microsoft Excel (Advanced), Perforce, Word, PowerPoint, Outlook, Trello

INTERESTS

- Rapid-scope game jams (48 hours or less), focused on fast iteration and collaboration.
- Endurance sports: swimming, biking, and running.