

GAME PRODUCER PORTFOLIO

ANA MICANOVIC



ABOUT ME



„I put the ANA
in mANAgement“

I come from a background in graphic design and gastronomy - two fields that shaped my eye for detail and sense of aesthetics but also love for teamwork, endurance and collaboration. What motivates me the most is seeing creative people grow and me being able to create the right environment for that growth. Of course I also have a soft spot for games - not just for their nostalgia, but for their cultural relevance and emotional depth.



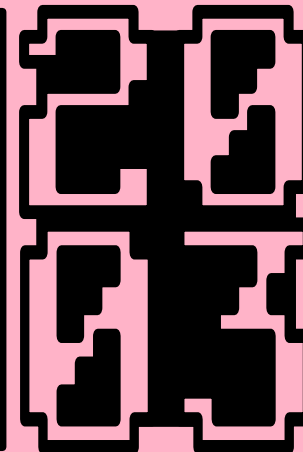
EDUCATION

2019-22: FSS ULM; A-Levels and Design Certificate

>> Web Development, Productdesign, Graphic Design, Corporate Communication

2023-present: HNU; B.A. Game Production And Management

>> taking the Game Producer Role every semester/ project





SKILLS

Production

- SCRUM and agile Management
- Sprint, Roadmap and Milestone Planning
- Stakeholder Management
- Risk and Scope Management
- Market and Competitor Research

TUTORING

- Game Design
- C# and Godot
- Python

Creative

- Graphic Design
- Narrative Design
- UI/ UX

Languages



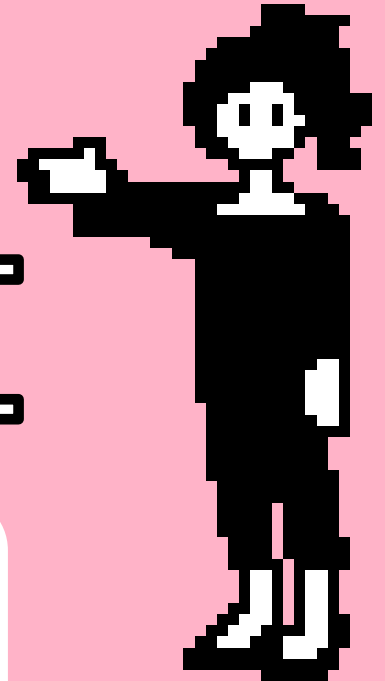
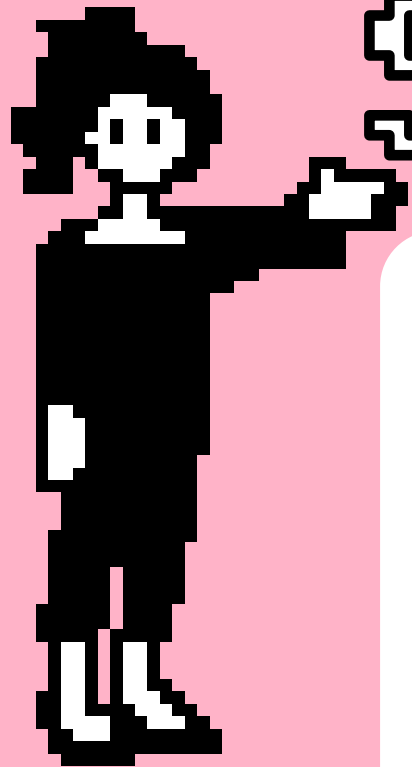
Programming

- Unreal 5 Blueprints
- Basic C#
- Python
- GDscript
- HTML & CSS

Software Proficiency

- Confluence & Jira 
- Codecks 
- Notion 
- P4V 
- GitHub 
- Unreal Engine 5 
- Godot Engine 
- Audacity 
- Microsoft Office Suite 
- Affinity Creative Software Suite 

PROJECT SHOWCASE



REVOLVE

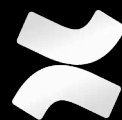
Grimm & Grimmer

Re:Formation

FLORA FORGE



"Revolve" is a classic board game that incorporates all the characteristics of a classic extraction shooter. Set in the Wild West, the player must shoot and kill for loot in order to become the strongest headhunter in a post-apocalyptic zombie world. Their trusty revolver will help them on this gruesome path.



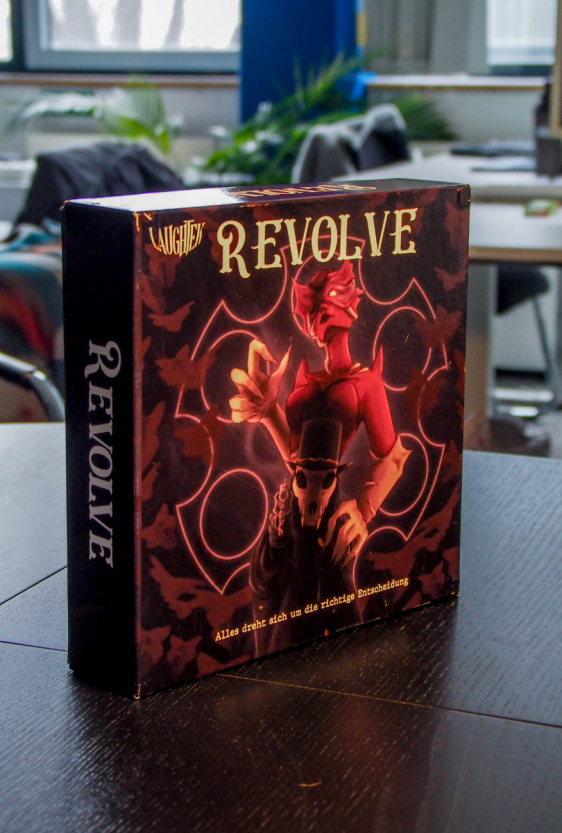
This is the project that kicked off my career as a game producer and for the first game I have ever made it is the one that will forever stay in my memory. Initially we were 7 people but very quickly the team shrunk to 4. Additionally, trying to translate extraction shooter mechanics to an analog board game took almost half the production time.

The biggest challenge was that everybody on the team was new at game development. Figuring out what makes a game fun and how to replicate it took a long time but once we got it, the game quickly established its foundation and everything else was figured out through intensive testing.

My biggest learning was that the first step has to always be figuring out the core gameplay and not get lost in unnecessary additional features; something that is totally natural to a seasoned game dev, but so often forgotten.

With Revolve we have won our school's games exhibition as "best game" which is something no first years have yet achieved. We stood out thanks to our high quality production, which is something I constantly pushed.







Grimm & Grimmer explores themes of sibling love and also grief. Players alternate between a brother lost in derilium and his younger sister, who is solving puzzles to return to reality. Along the way, she meets twisted versions of Grimm fairy tale characters. Set in a dark fairytale world, the game explores the concepts of pragmatism and romanticism. It blends classic point-and-click mechanics with a mystery-horror tone.

The first digital game I worked on and in a team of 7 we only had one programmer. On top of that we really wanted to make a 2.5D game. Therefore our biggest challenge was trying to combine the 2D and 3D technology, which proved to be very technically challenging, while the most limited ressource in our team were programmers.

In order to resolve this huge blocker our absolute unit of a programmer Simon Wolf, art lead Iliia Tarasov and I sat down and researched every 2.5D game, tried out various prototypes in engine only to quickly realize that Unreal Engine is absolutely not build for anything 2D. We had almost switched to a more compatible Engine when someone that works in vehicle-simulation showed us the method they use to map their testing grounds by splitting different render maps into planes and projecting it orthographically. To really make it work our images for the environment had to be drawn in an anamorphic effect. While that was the key to our desired outcome it was very time-intensive since a lot had to be micro-adjusted by hand; visually and technically. The next time I would just stick to classic 3D environment with paper-like textures to achive our fairytale look.

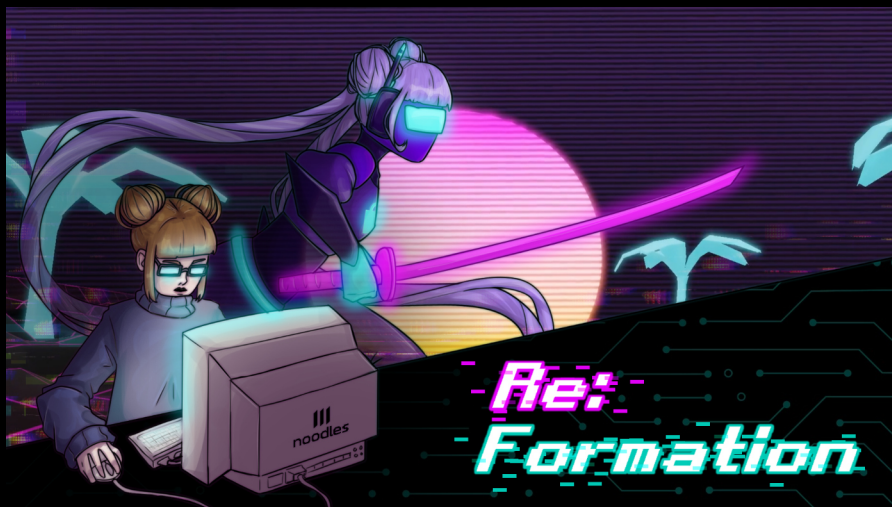


APR 2024



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Re:Formation is a serious game for PC and browser that raises awareness about cybersecurity, initially targeting office workers but later adapted for IT students. The player has to defeat digital threats in the virtual world as the avatar of an IT-specialist while also being herself in the real world and coaching colleagues to reduce digital risks in the future.

This project tested everything I have learnt about project management in the prior two semesters. It was the most chaotic project I had the opportunity to work on but also the most valuable learning experience ever!

It underwent two major phases, from a "detective-narrative-adventure-RPG" to a simple cyber-themed platformer. In week 10/15 our lead programmer dropped out and we were left with a mess of a prototype. The game did not work and the core loop was too complex and simply not fun! So in just 5 weeks we changed the entire Game Vision, reworked the code, found a new artstyle and the entire team basically lived inside the engine.

Where did we fail? Two major problems: Scope creep and forgetting player-centric design. Another major challenge for me was that this was the first time we worked with an actual client. So we have thrown everything overboard, started new with a simple but clear Game Vision and kept the intended target group much better in mind.

Thanks to my team's passion, hard work and mostly our client's trust we delivered a presentable vertical slice in just 5 weeks.

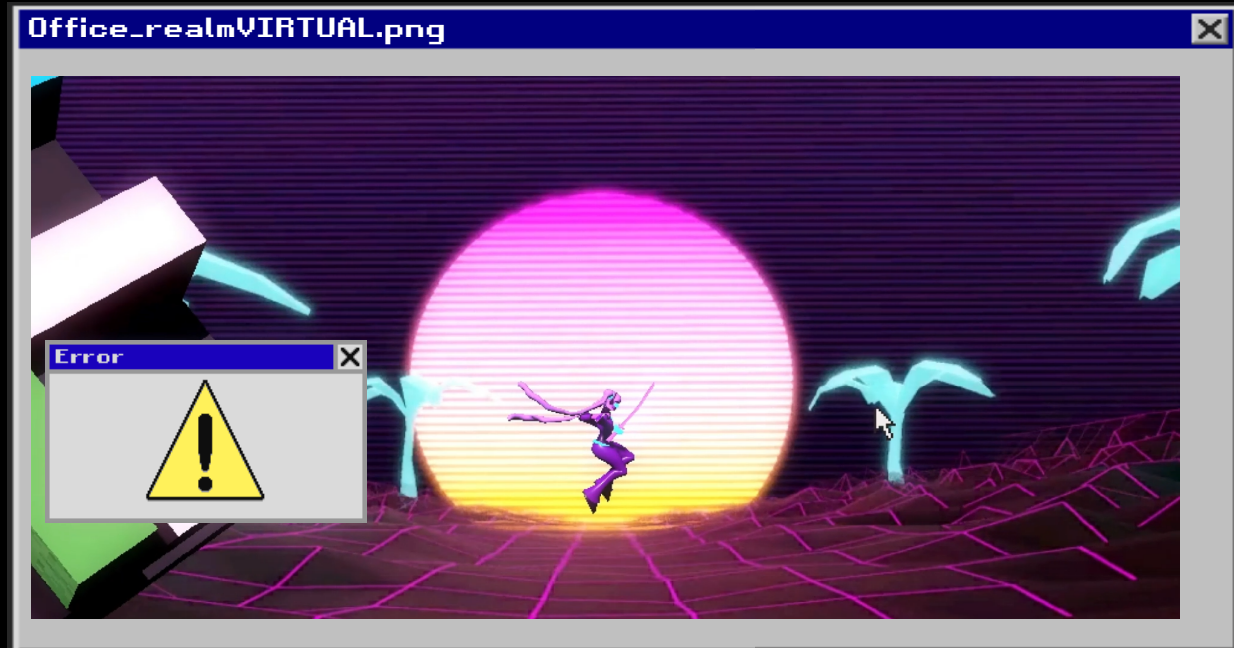




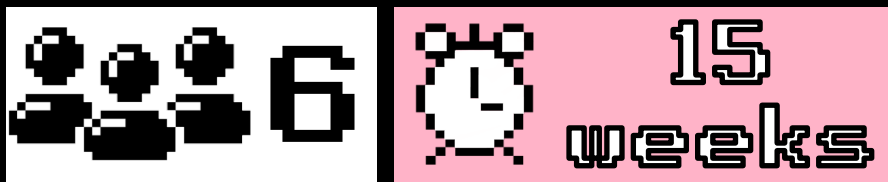
GrimmAnd...



Re:Formatio...



Bin-dows



Flora Forge is a real-time-strategy game but cozy. How does it work? Instead of warfare you have to strategically help a robo-plant colony on a trash planet survive and expand. The goal is to make your species sustainable and not lose resources to the mushrooms. This game allows a whole new target group explore the RTS genre.

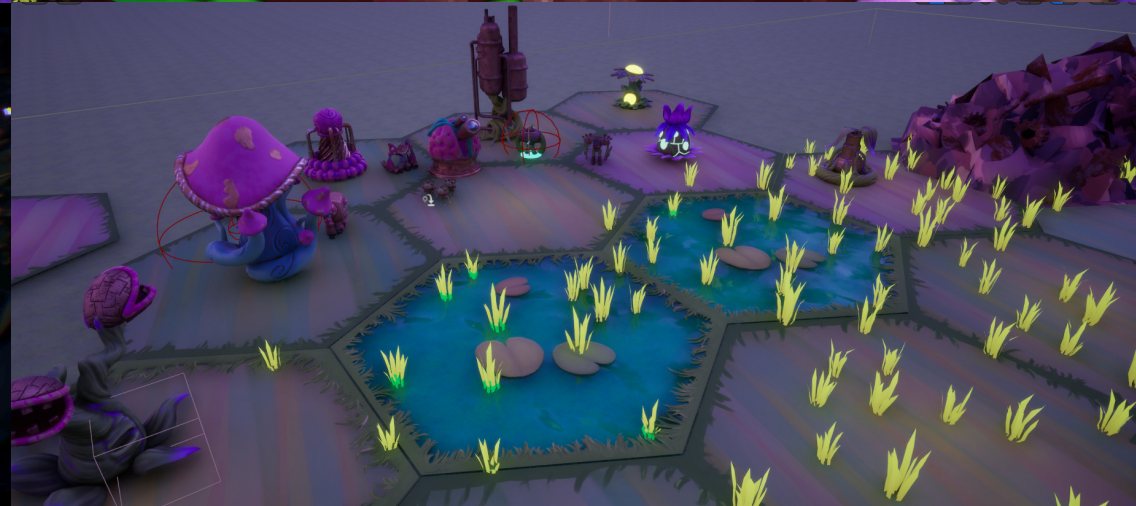
In past semesters we learned about planning, teamwork, communication, and sticking to a Game Vision, but this time we set a realistic scope, stuck to it, and finished beautifully without burnout.

We adapted the Lean Game Design process for more iterative, efficient work, though real playtesting began too late. Me working closely with our sole programmer improved our workflows, but I made the mistake of planning too many isolated increments instead of complete features. Next time: longer sprints, cross-discipline collaboration, and testing features at the end of each cycle.

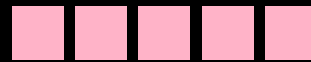
On the teamwork side, fewer unproductive meetings and teammates claiming more ownership would have helped. Some members treated tasks as personal to-do lists instead of ensuring features actually worked.

Overall, I now better understand tools, scope, and feature-oriented work. Key takeaways for me are keep it simple, test early and often, be clearer with the team, and always leave a buffer.





Project Management



Business Economics



Leadership



Communication



Problem solving



Game Design



Programming



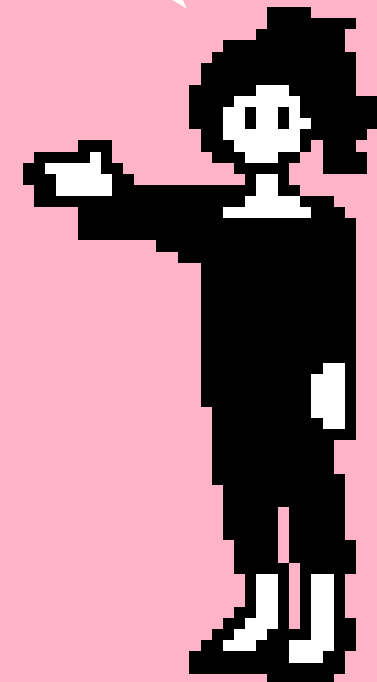
Networking



Industry Knowledge



I am excited to
see how these
skills will
benefit new
projects!



THANK YOU!

FOR LOOKING AT MY PORTFOLIO

Please do not hesitate to contact
me for further information or
collaboration.

