

Chiara Pasquini

Via Vallere 120 • [Vigevano](#), PV • 27029 • Italy

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PROFILE I am a **Release Manager** with more than ten years of experience with **video games compliance, production** and **project management**.

EDUCATION 2000 - 2007
Foreign languages and literature, Università degli studi di Pavia
English and German languages and literature, focusing on linguistic subjects in English language.

1993 - 1998
Liceo Scientifico A. Omodeo, Mortara
Advanced education in scientific subjects and foreign languages.

EXPERIENCE May 2020 – Present | **505 Games**

Video games publishing, Release Manager

Track and schedule the worldwide product calendar throughout the production lifecycle with direct, cross-functional involvement in ensuring all departmental timelines, responsibilities, and approvals are fulfilled and executed to plan.

Partner with product teams to identify roles and responsibilities (RACI) and develop end-to-end product timelines for current and future titles.

Work with production, brand, and operations to identify, mitigate, and resolve risk related to retail and digital release date dependencies.

Develop best practices for a consistent system of notification for scheduling changes, updates, approvals, and slippage.

Organize and lead recurring meetings and calls to review global release schedule.

Produce and deliver general and individual project reports for senior and executive management team review.

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Ensure that all tasks in the release schedule are completed and approved on-time.

In partnership with product teams, create end-of-cycle postmortems reporting on early task completion, missed tasks/delays, and other key details impacting the project schedule.

Document processes related to 505 Games product development timelines.

JANUARY 2014 – April 2020 | 505 Games

Video games publishing, Global Submission Manager

Planning, scheduling and executing submissions to 1st parties (Sony, Microsoft, Nintendo) for all console games in North America and Europe.

Creation and tracking of submission checklists, tracking assets required for submissions, etc.

Working across the organization to obtain all required materials for timely submissions.

1st party relationship management & interactions. Negotiation of waive requests with 1st party contacts. Knowledge of 1st party requirements. Enforce adherence to these requirements throughout 505 and with external development partners. Communication of new/changed requirements.

Plan and apply for age ratings in all worldwide territories. Collect or create materials (videos, screenshot, description) for the Age rating submission of the games with the Age Rating boards. Manage ratings submissions schedules, ensuring all ratings are received for timely code submission to 1st parties.

SEPTEMBER 2006 – JANUARY 2014 | 505 Games

Video games publishing, Project Manager

Working side by side with 505 Games executive producers in the development cycle and production cycle of video games for Nintendo DS, Nintendo DSi, Gameboy Advance, Nintendo Wii, PlayStation 2, PC, Playstation 3, Xbox 360, PSP, with the following duties: acting as a liaison with the development staff, developing and maintaining schedules and budgets, overseeing technical development (i.e. localisation) games, ensuring timely delivery of deliverables (such as milestones).

Managing submissions to first parties. Scheduling timely quality assurance (testing) and beta testing. Acting as a bridge between producers and the branding team in the creation and development of licenses. **MARCH 2006 – SEPTEMBER 2006 | Self employed**

Education, Tutoring

Tutoring students from 6 to 18 years old in various subjects, including English and German language and literature.

FEBRUARY 2005 – MARCH 2006 | Gameloft Italy

Mobile Games, Marketing and production Assistant

Submission of videogames SKUs and technical documentation to mobile carriers and content providers in Europe, Greece and Turkey, such as Tim, Vodafone, H3G, Turkcell, Cosmote. Connection between Gameloft QA team and carriers to ensure compliance of games according to each carrier's request.

Creation of screenshots, banners and icons for web and wap portals. Monitoring of wap portals of carriers and content providers. Testing of video games on different mobile devices. Translation of press releases. • Dates (from - to) • Name and address of the employer • Type of business or sector • Occupation or position held • Main activities and responsibilities

JULY 2004 – JANUARY 2005 | Self employed, Translation

Freelance translator

Translation of hardware manuals, including Hercules and Thrustmaster gaming hardware for Guillemot Corporation.

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SKILLS

Language Skills

Italian: Native English: Excellent German: Basic

Organisational skills and competences

High communication skills, maintaining good relationships with co-workers in order to overcome difficulties and accomplish tasks requiring collaboration. Organising and working with an international team, respecting deadlines, ability to work under strong pressure.

Technical skills and competences

Microsoft Office Suite, Microsoft Project and Access.
Familiar with different web browsers and email clients.
Adobe Photoshop, Image Ready, Acrobat, GIMP, Krita.
All Microsoft operating systems and GNU Linux (Debian based and Arch based distributions).
Experience with web design tools, HTML and PHP integrated with MySQL databases.

Other skills and competences

Design of graphic elements for integration with web sites, design of web sites, web logs and journals. Traditional and digital drawing and painting.

INTERESTS

Volunteering at CICAP an Italian non-profit, skeptic educational organization for the promotion of the scientific analysis of alleged paranormal and pseudoscientific phenomena, member of the European Council of Skeptical Organisations.

As a volunteer, I have coordinated a team of 15 people, organizing conferences, training courses and events.

Video games on handhelds and home consoles, role playing and board games, literature, music, graphics and arts, horseback riding.

OTHER

Driving license class B.
Availabe to travel abroad.

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