AMANDA V. BONILLA

About Me

Experienced in project management and roadmap development, with a proven track record of leading cross-functional teams and delivering solutions in game development and virtual reality. Skilled in JIRA, Asana, and Microsoft Project to optimize workflows and ensure timely project delivery.

Portfolio Website:
https://avbonilla.com/

LinkedIn
https://www.linkedin.com/in/avb-kw/

CONTACT

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EDUCATION AND CERTIFICATIONS

AAS Game Development Collin College Spring Creek - 2017

Project Management Certification Emory University – 2025

B.S. Integrative Studies Gwinnett College - Graduation in 2027

WORK EXPERIENCE

Project Manager – Game Development   **2021 – Present**

Ferry GodMother Productions

- Manage company projects in 3D VR game development, providing live services hosting for up to 500 customers on Steam, Mobile Development, and Oculus VR
- Facilitated weekly cross-functional team meetings for 25+ members using collaboration tools to improve communication efficiency
- Reduced expenses by $10,000 by leveraging internal talent and resources to complete projects in-house
- Managed project timelines and schedules using JIRA, creating visual roadmaps that enhanced transparency
- Drive product improvement and enhance user experience, by reviewing client feedback on product performance, addressing system crashes, latency, and timed out events
- Conducted monthly one-on-one meetings with team members to review self-evaluations, assignment progress, and overall project status
- Provided constructive feedback to team members, and helped them resolve obstacles and challenges
- Produced weekly reports on team attendance, and assignment progress to support resource planning
- Conducted candidate interviews for roles in 2D/3D art, writing, social media, and programming, with a focus on emerging talent and college students

LineProducer and Production Coordinator   **2023 – Present**
Fountain Pen Productions

- Oversaw projects for a diverse team of 50+ employees, including animators, concept artists, background painters, musicians, and scriptwriters
- Created detailed project documentation for the Director and team members, outlining status reports, timelines,

- challenges, issues, to ensure transparency and informed decision-making
- Produced monthly progress reports and presented internal clients with product options, aligning solutions to client preferences
- Co-hosted bi-weekly development team meetings to address deadlines, resolve issues, and gather client feedback to drive product improvements
- Ensure finished projects are put online to streaming service

Lead Instructor   **2020–2023**
CodeNinjas

- Worked with the Gwinnett County school system to create and teach a video game development curriculum
- Partnered with the Cisco company, to create an international game development curriculum
- Hosted a conference with Cisco, and led the VR development talk at an All Girls Summit, educating parents and their kids on the game industry
- Hosted a panel to teach how to develop projects in Unity and created a curriculum for advanced placement students

KEY SKILLS ANDCOMPETENCIS

- Project Management
- Roadmap Development
- Recruiting and Interviewing
- Microsoft Project
- Google Docs
- Google Sheets
- JIRA
- Asana
- Javascript
- Python
- C#
- UdonGraph
- 3D Modeling