

Gabrielle Fisher

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Summary

Creative and detail-oriented producer with 3+ years of experience leading interdisciplinary teams in VR, game development, and animation. Skilled in client relations, sprint planning, and documentation workflows that reduce risk and improve clarity. Known for delivering complex projects under tight deadlines while maintaining creative and technical integrity.

Education

Texas A&M University / Visualization

Bachelor of Science (2023) - Minor in English
Masters of Science (2025)

Skills

Tools: Maya, Unreal Engine, Houdini

Programming: C++, Python

Productivity: Atlassian Suite (Jira, Confluence), ShotGrid, Microsoft Suite

Work Experience

LIVE Lab - Producer May 2023 - Present

- Lead a management team and coordinated with external clients to create project scope, deliverables, and acceptance criteria resulting in 8 published projects.
- Manage production for a team of ~30 students, tracking milestones and maintaining weekly sprint reviews to meet 100% of established deadlines and limit potential risk.
- Serve as primary client liaison for project views and demos, preparing presentation decks, coordinating feedback cycles, and traveling for on-location demonstrations.

LIVE Lab - Project Manager May 2022 - May 2023 (Promoted)

- Developed standard Confluence documentation and Jira workflow to improve clarity between art, development, and design teams of around ~30 members.
- Created and maintained project charters, Gantt schedules, risk logs, and limited milestone slippage; leading to the completion of 4 projects on schedule.

Professional Projects

AFIMSC and DOD Project - 2024-2025

Software: Houdini, Unity, Jira, Confluence

VR Training Modules for Classified Air Force Project

- Managed a team of 10 to publish the project within budget and deadline as Producer.
- Organized and Lead meetings with Clients, Subject Matter Experts, Stakeholders, including creation of program update decks.
- Established timeline for project and created security procedures.

Virtual Disaster Day - 2023-2024

Software: Houdini, Unreal Engine, Jira, Confluence

PC Game created to train nurses on navigating a disaster scenario.

- Acted as both Project Manager and Producer to successfully lead 5 teams.
- Responsible client engagement and pitching expansion opportunities to potential investors.
- Chartered internal milestones and deadlines to maintain project schedule.
- Utilized documentation and timelines to complete projects and maintain workflows.

Sailing with Geotracers - 2022 - 2023

Software: Houdini, Unity, HTML, Jira, Confluence

Web and VR Game to simulate the experience of being a scientist in Antarctica

- Managed 5 teams of 30+ people to publish both games through a created website as Producer.
- Created timelines and estimates, assigned tasks to team members through Jira, generated Confluence documentation to assist with created Game Design Documents.

Digital Twin Project - 2022

Software: Houdini, Unreal Engine, Jira, Confluence

PC Executable showcasing Digital Recreation of Oil Rig

- Managed a team of 10 to publish the project within budget as Project Manager.
- Created Jira tasks and project scrum guidelines for future projects.
- Established timeline for project and maintained pre-existing confluence documentation.