

ALEXANDRIA SORENSON

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EDUCATION

Game Development and Interactive Design, Production Concentration
Business Administration
University of Southern California, School of Cinematic Arts and Marshall School of Business
Honors: Presidential Scholar, Dean's List, Warner Bros. Intern Pitch Wars winner

Expecting May 2027
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Los Angeles, CA

SKILLS

- **Technical:** Programming (C++, C#), business development, revenue strategy development, UX testing
- **Organizational:** Notion, Atlassian tools, ClickUp, Asana, Trello, Microsoft Office, Google Workspace, Agile, Scrum
- **Personal & Interpersonal:** Project management, high-level timeline construction and execution, task assignment, team management, professional communication, flexibility, event planning, blocker resolution & tracking

WORK EXPERIENCE

Warner Bros. Games June 2025 - August 2025

Game Production Intern

- Supervised the upkeep and release of project documentation to ensure that all parties involved in the development and publishing processes are kept up-to-date with the newest information
- Organized and performed data collection via proven user research methods to guide strategic decision-making regarding product design and marketing, to ensure our project hits the market where we want it
- Remastered executive-level spreadsheet organizing major project information to be more user-friendly and intuitive, and supported upkeep and troubleshooting up to the CEO level

USC Games

Lead Producer (x2)

June 2024 - Present

- Leads a team of 33 through the full production cycle of an ambitious senior thesis project within the scope of sixteen months, with macro responsibilities including high-level and low-level timeline construction, pipeline management, recruitment, documentation, and quality review
- Interfaces with the director regularly to communicate development progress, synthesized from playtest data, individual team reports, and trajectories, towards the thorough execution of a user-oriented high-level vision
- Delegates and oversees sprint tasks to all team members in the meeting of internal and external milestones set to minimize crunch time and encourage timely decision making

Elemental Computing, Inc.

Business Development Associate

May 2024 - August 2024

- Proposed a disruptive shift in company messaging in response to conducted analysis of performance statistics, later championing this change throughout brainstorming and implementation
- Utilized best marketing practices in communication with prospective and current clients, including acquiring an intimate understanding of the company's SaaS product
- Attended frequent meetings with C-suite executives, leads, and clients to observe and participate in the game development process from a business perspective

Game Developers Conference

Conference Associate (x2)

March 2024, March 2025

- Studied firsthand the logistics of organizing, executing, and maintaining a conference attended by over 30,000 people on an accelerated timeline in order to best support superiors, peers, and guests
- Practiced attention to detail and communication skills in providing stellar customer service to guests, including when off shift and of my own drive to see the conference thrive
- Absorbed over a dozen hours of presenter talks, game postmortems, and hands-on workshops, including a full-day workshop for project management