

# SIVARAK "KAI" TAWAROTIP

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## PROFESSIONAL SUMMARY

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Senior Technical Producer with 17 years in AAA game development. Six years as Senior Producer at Infinity Ward shipping Call of Duty titles and sustaining Warzone as a live service at 2M+ peak concurrent players. Led 20–40 person engineering orgs across Engine & Graphics, Tools, Systems, and Build & Release — owning the full technical production lifecycle from pre-production through platform certification, launch, and live ops. Began career in QA at Neversoft; have run test teams, shipped through Sony, Microsoft, and PC cert pipelines, and produced tools engineers, engine teams, and content disciplines simultaneously. Remote-first practitioner.

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## SKILLS

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**Technical Production:** Engineering and QA org management • Tools and pipeline development • Platform certification (PlayStation, Xbox, PC) • Live service operations • Build & Release pipeline ownership • Dependency and risk management

**Project Management:** Milestone planning • SDLC in iterative development • Agile • Scrum • Certified ScrumMaster (CSM) • Jira • Confluence • Google Suite

**Cross-Discipline Coordination:** Engineering / Art / Design / QA / Production • External vendor and partner management • Tech director and studio leadership partnership

**Technical Domains:** Engine & Graphics • Build & Release • CI/CD pipelines • Live Ops • First-party platform requirements • Localization pipeline management

**Additional:** Bilingual (English / Thai) • Self-hosted server infrastructure (custom hardware, virtualization, networking) • Anthropic Claude — personal agent & tooling development

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## EXPERIENCE

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### Senior Producer — Infinity Ward 2017–2023

- Led end-to-end program management for a 20–40 person engineering org spanning Engine & Graphics, Tools, Systems, and Build & Release. Shipped major Call of Duty titles and sustained Warzone as a live service at 2M+ peak concurrent players across PlayStation, Xbox, and PC.
- Managed resource allocation across the engineering org — balancing headcount against milestone priorities across concurrent titles, tracking utilization, and coordinating external vendor relationships and deliverable scope.
- Owned the tools program end-to-end, coordinating delivery of both net-new and improved developer tooling for a 300-person studio. Ran prioritization sessions with the tech director, triaged inbound requests, and translated approved work into milestone plans and sprint schedules aligned to production timelines.

- Maintained live-service stability for a 2M+ concurrent player platform by monitoring crash dashboards across PlayStation, Xbox, and PC. Triageed highest-impact issues into Jira, maintained active investigation ownership, and gated every fix through testing review before release — holding crash rates to a sub-3% target.
- Partnered with technical leads and directors to translate long-term engineering vision into a trackable roadmap. Kept six years of live-service delivery predictable — when targets shifted, re-planned scope and trajectory to land close to the original commitment rather than letting it slip.
- Sustained daily live-operations releases and monthly title updates across a 2M+ player live service. Managed weekly in-game store drops per ~6-week season, with accelerated cadence for special events, coordinating engineering capacity against a continuous content schedule.

*Projects: Call of Duty: Modern Warfare • Call of Duty: Warzone • Call of Duty: Modern Warfare II*

#### **Producer — Infinity Ward 2014–2017**

- Managed engineering teams across Engine, Tools & Pipeline, Tech Art, Gameplay, and AI. Served as the cross-functional bridge between lead designers and the tech director, translating design requests into engineering priorities and negotiating schedules both teams could deliver against.
- Ran studio-wide tool request surveys to surface and prioritize improvements by developer demand. Served as first-line triage for incoming issues, gathering full context before escalating to engineering to protect dev focus time.

*Projects: Call of Duty: Infinite Warfare*

#### **Producer — Neversoft Entertainment 2011–2014**

- Managed parallel engineering and content disciplines simultaneously. Engineering: Tools, Tech Art (3ds Max/Maya tooling), Gameplay, and AI/NPC systems. Content: Character Art, Animation, Motion Capture, and UI/HUD.
- Bridged tools users and engineering leadership. Gathered developer pain points, escalated recurring issues to the code director for prioritization, and coordinated fixes and preventive measures to improve pipeline reliability.

*Projects: Call of Duty: Ghosts • Call of Duty: Advanced Warfare*

#### **Associate Producer — Neversoft Entertainment 2009–2011**

- Managed content team covering Character Art, Vehicle Art, and Weapon Art. Ran regular lead reviews to allocate resources and ensure on-schedule asset delivery.
- Directed the localization pipeline, overseeing accurate and culturally appropriate translations for in-game text, subtitles, and dialogue across multiple titles.

*Projects: Guitar Hero: Warriors of Rock • Call of Duty: Ghosts (pre-production)*

#### **Production Coordinator — Neversoft Entertainment 2008–2009**

- Supported the Lead Producer in tracking milestones, maintaining project schedules, and keeping GDDs and asset documentation current.
- Served as the primary liaison between QA and the development and production teams, streamlining issue reporting and resolution.

*Projects: Guitar Hero: Metallica • Guitar Hero 5 • Band Hero*

#### **QA Tester / Lead Tester — Neversoft Entertainment 2006–2008**

- Started in QA. Led test team within first year, developing comprehensive test plans and collaborating directly with developers on bug reproduction and resolution.

*Projects: Tony Hawk's Project 8 • Tony Hawk's Proving Ground • Guitar Hero III: Legends of Rock • Guitar Hero: Aerosmith*

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## **INDEPENDENT TECHNICAL WORK 2023–PRESENT**

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Designed, assembled, and operated self-hosted server infrastructure from scratch, including custom hardware, virtualization, and network configuration. Built production-grade tooling on Anthropic's Claude: plugins and skills for an Obsidian-based knowledge system; a single-file React command-center dashboard, "The Daily Node" (open source: [github.com/GitHubxSuperKai/the-daily-node](https://github.com/GitHubxSuperKai/the-daily-node)); and autonomous scheduled agents running real workflows.

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## **EDUCATION & TRAINING**

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### **MindGym Management Training — via Activision 2022–2023**

Performance management, leadership development, and diversity, equity & inclusion.

### **Certified ScrumMaster (CSM) — Scrum Alliance 2011**

In-person certification with interactive instruction and workshop from a verified trainer.