MO SABAWI

SENIOR GAME PRODUCER

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Playable Portfolio: mosabawi-portfolio.netlify.app

PROFESSIONAL SUMMARY

Senior Game Producer with 7+ years in game development and 14+ years across software, interactive media, and film. Experienced in stabilizing complex productions, aligning cross-functional teams, managing partners, and shipping polished work under tight deadlines. Brings hands-on production leadership across full-cycle development, milestone planning, QA, localization, submissions, mobile touch design, and launch support. Known for clear communication, calm leadership, and creative problem solving when projects need structure or momentum.

CORE SKILLS

Production	Milestones, schedules, roadmaps, budgets, risk tracking, submissions
Game Delivery	Full-cycle development, 2D/3D titles, QA, localization, live ops, gold master
Leadership	Cross-functional teams, team alignment, mentoring, decision making
Partners	Publishers, platforms, licensors, clients, vendors, external technical partners, executive updates
Methods	Agile, Scrum, hybrid production, dependencies, RACI planning
Mobile and UX	Touchscreen control design, mobile UX, UI motion, Apple Arcade and App Store delivery
Tools	Jira, Confluence, Perforce, Unity, Salesforce, Microsoft Office, Google Workspace, AI tools
Creative Tools	Photoshop, After Effects, Premiere Pro, Cinema 4D, Blender, Figma

PROFESSIONAL EXPERIENCE

Boston Scientific

Valencia, CA (Remote) — **Apr 2026 - Present**

Data Migration Specialist (Contract)

- **Acquisition Data Migration:** Extracting, mapping, and migrating legacy data from Welkin and NetSuite into Salesforce as part of a company acquisition, resolving data quality issues before handoff.
- **Web and AI Tools:** Designed and built a product ordering page mockup that was added to Boston Scientific's live website, and built from scratch an AI-powered app that scans PDF documents and auto-populates the extracted form data into Excel.

WayForward Technologies

Los Angeles, CA (Hybrid) — **Jul 2018 - May 2026**

Senior Producer

- **Production Turnaround:** Brought in mid-development on Shantae and the Seven Sirens to stabilize production, rebuild cross-discipline alignment, clarify priorities, and guide the team to an on-time, on-budget launch.
- **Full-Lifecycle and Multi-Platform Delivery:** Produced Marble Knights from start of development through launch and live support, and shipped 2D and 3D titles across PlayStation, Xbox, Nintendo Switch, Steam, Apple Arcade, iOS, and Android, with direct experience navigating first-party requirements and certification.
- **Software Platform Ownership:** Served as producer for a full guest-experience software platform for Carnival Cruise Line, including wearable medallion tracking, personalized recommendations, 3D scenic renderings, interactive maps, and real-money and play-money gaming, partnering directly with Carnival stakeholders and a third-party technical development partner to take the platform from concept to live deployment across roughly 12 ships fleet-wide.
- **Mobile Design and Hands-On Production:** Designed the touchscreen control schemes for Shantae and the Seven Sirens and RWBY: Arrowfell, and redesigned touch controls for Spidersaurs alongside a programmer after Apple requested a quality improvement. Also filled critical gaps across QA, UI/UX, art direction, localization, and platform submissions.

- **Client and Partner Management:** Owned relationships with publishers, platform partners, and licensors from onboarding through milestone approval and release, including work with Crunchyroll, ARC System Works, and other external partners.
- **Team Leadership and Planning:** Led cross-functional teams of 75+ across concurrent programs with combined budgets exceeding $3M, improving planning visibility through clearer schedules, dependency tracking, AI-assisted workflows, and an internally built scheduling tool, while scheduling engineering tech debt work during team downtime.

Shipped Titles: *Shantae and the Seven Sirens (Apple Arcade) | RWBY: Arrowfell (Crunchyroll Game Vault) | River City Girls 2 DLC (Crunchyroll Game Vault) | Marble Knights*

Swihart Studios

Los Angeles, CA (On-site) **Nov 2016 - May 2018**

UI Motion Graphics Manager / Producer

- **Interactive Production:** Produced large-scale interactive software installations for commercial clients tied to $20M-scale programs, coordinating teams of 10 to 25 across design, engineering, and content, including on-site installation and live execution.
- **Cross-Company Liaison:** Served as the cross-company liaison on the Carnival Cruise Line Ocean Medallion project, keeping partner studios aligned on schedules and deliverables; the working relationship led directly to a Producer role at WayForward.
- **Client Communication and Process:** Bridged internal creative teams and external clients on schedules, risks, and creative expectations, using contingency planning to keep programs on deadline in a fast-moving environment.

Deluxe Media

Los Angeles, CA **2012 - 2016**

Production Pipeline Lead

- **Pipeline Management:** Built and managed high-volume content delivery pipelines for major studio clients including Disney, Universal, Fox, Warner Bros., and Paramount, supporting aggressive release schedules across simultaneous workstreams.
- **Team Coordination:** Led cross-functional teams of editors, graphics artists, and localization specialists, optimizing resources to maintain speed, quality, and delivery accuracy under pressure.
- **Award-Recognized Problem Solving:** Developed a compliance-friendly reframing workflow that enabled a major theatrical release in India without editorial cuts, earning Deluxe recognition from India's Central Board of Film Certification.

PROFESSIONAL DEVELOPMENT AND RECOGNITION

- **2026 Certificate:** Managing AI Projects: From Strategy to Delivery, Johns Hopkins University. Focused on AI delivery lifecycle, governance, risk mitigation, and business value realization.
- **2016 Recognition:** India's Central Board of Film Certification recognition for an innovative compliance approach that supported theatrical release in a major international market.

EDUCATION

Bachelor of Arts, Cinema and Television | Columbia College Hollywood