

Anonov Himnov

Game Producer

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[Linkedin](#)

SUMMARY

- ❖ Experienced in Cross Functional Team management.
- ❖ Experienced in Managing Short Term and Long Term production and delivery lifecycle for Live Operations and regular feature creation.
- ❖ Project Manager with good communication skills, people skills.
- ❖ Varied experience across game production elements, with a passion to facilitate creativity.
- ❖ Have experience working on New games and Initiatives, Managing an Outsource Studio, Working on Live Operations and other Key aspects in Production.

LightFury Games — Senior Producer

Dec 2025 - Present

- Helping build eCricket from 0 to 1.
- In my current role, I own the delivery of core features across multiple gameplay pods, operating at the intersection of Product and Production. I drive roadmap planning, player insights, feature prioritization, release readiness, and cross-functional delivery, while coordinating internal and external playtests and leading release war rooms.

Scopely — Senior Producer

Mar 2024 - Jul 2025

- The Walking Dead : Road to Survival - Managed Internal LiveOps team , External Development Partners, Designers and QA teams to Deliver Content to the players.
- Release Management, Game Platform Management, Procurement Orders, Localization requests, Key art requests, and Maintaining Official coordination with The IP holder team.
- Oversaw Sunset Operations for The Walking Dead game once the decision was made for Closure of Operations.
- Worked on a Midcore game, the Looney Tunes World of Mayhem as a Technical Producer and helped plan and

SOFT SKILLS

- Project Management
- Team management
- Budget Management
- Risk Management
- People Management

EDUCATION

2012

Magadh University - B.Arts

Sociology (Honors)

2010

MAAC Andheri (Mumbai)

Diploma in 3D Animation and VFX

CERTIFICATIONS

CSM, CSPO

Transitioning of the Project from Epic Games Brazil to India.

Zynga — *Producer*

Sep 2022 - Mar 2024

- Managed LiveOps Roadmap of Farmville 3, Working on Permanent Features, Limited Timed Events, New Features for Cadence Roadmap, Small to Large Sized Opts and Other related initiatives.
- Managing cross functional teams from Spec Creation to Shipping / LiveOps, for all Limited Timed events and Permanent features.
- Coordinate with Development and Product teams to identify priorities and set sprint goals, maintain scope of backlog features, and have a risk mitigation process in place.

Osmo/Byju's — *Senior Producer*

Jun 2021 - Aug 2022

- Part of the Computer Vision Games Team. Overseeing and facilitating production of new games with internal and external teams. Drive optimizations of the game development process, across all functions.
- Working with the Team leads to break down development tasks, defining project schedules, and milestones. Running stand-ups and creating sprint plans.
- 7 Games made in Total, before the Organization took the call to not to Pursue this any further.

Square Enix Pvt Ltd — *Production Manager*

Jan 2020 - May 2021

- Worked Ludo Zenith by Square Enix from Concept till release.
- Ownership of schedule management of multiple vendor teams, ensuring that the milestones are agreed, detailed and delivered.
- Managing communication of project progress across all cross functional teams. Gathering Data and creating bi-weekly and Monthly reports. Helped establish the Indian Team, outlined clear production procedures and job roles internally.
- Worked with the Marketing team to finalise Campaign Budgets.
- Upon Successful release of the game, created a detailed plan for the future changes and enhancements for live ops.

Agni Interactive Inc — Production Manager

May 2017 - Jan 2020

- Established and maintained clear production process, job roles and quality assurance guidelines for Art Production Process, for clients such as Zynga, GSN, Funko and Cuemath.
- Scaled the team from 5 members to 60+ members. Hired, Trained and Managed a team of Associate Producers and Coordinators. Onboarded 6 new Projects and 2 Clients.
- Helped the team complete key projects on time, on budget and with a high level of accuracy.
- Managed the schedule of projects across different teams, ensuring that the milestones are detailed, agreed, and delivered.
- Responsible for assessing the risk and keeping scope of the work in line with budget and schedule, with attention to quality.
- Implemented Key Processes to ensure no communication gap between our teams and Clients.
- Established a process to review all team member's performance and recommending yearly Salary Hikes, Promotions and other related aspects of People management.

Five Axioms Inc — Assistant Project Manager

Mar 2015 - Apr 2017

- First Role in Project Management / Production. Worked on 2 new client games. One game delivered, one got cancelled during development.

Early Career as an Artist: MAR 2011 to FEB 2015

Purpletalk India Pvt Ltd — Design Artist

Designed 3D models and Textures for various projects to tight client specifications. Employed detailed understanding of lighting, mapping and texturing to utilise concept art.

Disney Social Games, Hyderabad— 3D Artist

- Modelling, Texturing, Rigging and Skinning for in game 3D assets for multiple games. (Pirates Of the Caribbean, Gardens Of Time, and Disney's City Girl)

Gameshastra, Hyderabad— 3D Artist

- Modeling/Texturing 3D Assets for Hidden Object and Playstation Games.