DANIELLE MCKENZIE

GAME & INTERACTIVE MEDIA PRODUCER

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PROFILE

Game and interactive media producer with experience coordinating multidisciplinary creative teams and taking interactive projects from development through to public exhibition. My work focuses on production planning, team coordination, scope management, stakeholder communication and delivering projects for real audiences.

GAME & INTERACTIVE PRODUCTION

Producer | Patchwork: Ōtautahi **2026**

Public interactive experience | Tūranga, Christchurch City Libraries

- Produced a multidisciplinary project across programming, art, animation and technical art through to a three-screen public installation.
- Managed production planning, milestones, changing scope and team priorities around a fixed exhibition.
- Coordinated Christchurch City Libraries requirements and permissions with external street artists.

Producer | Wiremu's Tour **2026**

Interactive wildlife education experience | Willowbank Wildlife Reserve

- Produced a multidisciplinary educational experience through to a week-long public trial at Willowbank.
- Coordinated the team, stakeholder communication, scheduling, scope and technical dependencies.
- Managed delivery planning around the colouring-page scanning system, hardware, staffing and installation.

Project Manager | Third-Year University Project **Jul - Nov 2025**

- Led a multidisciplinary student team across art, programming, sound and technical art to deliver a playable demo on schedule.
- Facilitated sprint meetings and milestone reviews, coordinated user testing and managed workflow using Kanban and adaptive milestones.

PRODUCTION SKILLS

Production Planning • Team Coordination • Scope & Scheduling • Stakeholder Communication • Risk Management • Public Exhibition & Delivery

PROFESSIONAL EXPERIENCE

Customer Service Representative | UniLodge **2026 - Present**

University hall of residence

- Provide front-line support for residents and visitors, responding to enquiries and day-to-day issues in a university residential environment.

Sales Assistant | EB Games **2022 - 2024**

- Provided customer service, product support and transactions in a games retail environment.

EDUCATION

Bachelor of Digital Screen with Honours | University of Canterbury **2023 - 2026**