

ALYSSA KOLLGAARD

Executive / Director / Producer / Studio Head and Marketer with nearly two decades of industry experience across development, publishing, porting, marketing, AAA, indie, PC, console and VR.

Skills

- Jira, Confluence, Instagantt, Hansoft, Asana, Favro, Redmine, Trello for PM
- AGILE methodology
- Resource Management & Timeline Planning
- Budgets, bids & SOWs
- Xbox, Nintendo, Playstation, Steam, GOG, EGS, iOS, Android release management & marketing pipelines
- Physical release pipeline
- Ratings
- Product design & player motivations
- Remote workflow
- Team-building
- HR and compliance
- Corporate branding & culture
- Biz dev & scouting
- Partner, platform, publisher, vendor & press relations
- Full development lifecycle - prototype, pitching, release, porting, live ops, sunset
- Documentation, spreadsheets & templating

Contact

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Kallisti Games - Founder & Studio Head

July 2026 - Present (Part-time)

Projects: AOKAKI

- Strategic leadership of Akupara Games sublabel
- Direct execution of marketing, publishing, distribution and biz dev

Akupara Games - Chief Operations Officer (COO)

July 2025 - Present (Full-time)

Projects: The Darkside Detective: Backside of the Moon, Kumitantei, Dead Pets, Bracer, The Immortal John Triptych, Bonespire, Echo Weaver, Airframe Ultra, GIGASWORD, Montabi, Rain World

- Strategic leadership of company-wide operations & scalability with focus on org structure & strategic planning to support business goals
- Oversight of production, HR, legal, finance, marketing, biz dev, QA & engineering with focus on interdisciplinary process & compliance
- Directly manage production team, indirectly manage engineering, marketing, finance, legal, QA, biz dev & sales
- Partner, vendor & internal process & ops alignment
- Spearhead company culture, corporate branding, HR, charitable outreach, accessibility, & DEI initiatives

Akupara Games - Head of Production/Ops

March 2024 - June 2025 (Full-time)

Projects: Future Vibe Check, Echo Weaver, Sorry We're Closed, REPOSE, Cryptmaster, Cabernet, Nanomon, Everafter Falls, Astrea, Universe for Sale, Ynglet, Zoeti

- Managed & mentored team of 7 direct reports (technical, development & marketing producers) & 6 indirect reports (QA, engineers, biz dev)
- High level oversight for company-wide release calendar including launches to all PC, console & mobile platforms, physical & merch
- Identified, defined, implemented & enforced standard tools, processes, pipelines & expectations across production, publishing, marketing, porting, biz dev, QA, development, HR & operations
- Spearheaded company culture, corporate branding, HR, charitable outreach, accessibility, & DEI initiatives

Cold Iron Studios - Senior Producer

February 2022 - April 2024 (Full-time)

Projects: Aliens: Fireteam Elite, Aliens: Fireteam Elite Pathogen DLC, Aliens: Fireteam Elite 2

- Oversaw publishing, marketing, & platform-focused development as well as external partner, press, publisher, licensor & vendor relations
- Managed deadlines & deliverables of feature development teams, marketing/social/community team & publishing/live-ops team
- Built marketing pipeline, organization-wide & inter-department pipelines
- Improved existing publishing & development pipelines internally and cross-org
- HR, corporate branding, team building, charitable outreach & DEI initiatives

Akupara Games - Lead Producer

July 2019 - April 2022 (Full-time)

Projects: Relic Hunters Zero: Remix, Spinch, The Darkside Detective, The Darkside Detective: A Fumble in the Dark, GRIME, Absolute Tactics, Cryptmaster

- Launched 6 titles as publishing producer with 17 unique SKUs
- Oversaw between 6-10 concurrent projects at various stages of development including internal development, work for hire & publishing
- Led production & marketing teams in addition to individual projects
- Accountable for porting, co-dev, publishing & marketing aspects of majority of titles
- Built, standardized, streamlined, documented & templated publishing & marketing pipelines for repeatable success
- Established, maintained & grew collaborative partnerships with clients, first party platforms, press, influencers, merch & distribution partners

The Indie Houses - Lead Producer

April 2021 - April 2022 (Part-time)

- Co-manage group of 7 international indie publishers under single organization
- Executed successful front-page Steam event & Direct showcase
- Served on Games Industry Africa fund
- Corporate branding including writing organizational guidelines and key messaging
- Outreach to press, influencers and partners

Manic Machine - Producer/Marketing

June 2019 - January 2020 (Contract)

Projects: Ludicrous Speed

- Production for development and Steam VR release
- Marketing, social media, biz dev, project management, community & press outreach for VR infinite runner title Ludicrous Speed.

Whitemoon Dreams - Producer/Marketing

January 2014 - May 2018 (Full-time)

Projects: WARMACHINE: Tactics, Vessels of Rath, StarBlood Arena, Location-Based VR

- Implemented marketing strategies in tandem with external partners.
- Developed corporate & cultural visions.

Insomniac Games - Quality Assurance

October 2010 - October 2011 (Full-time)

Projects: Ratchet and Clank: All 4 One, Resistance 3

- Multiplayer testing for Resistance 3.
- In charge of stats & Playstation Move.
- Finding & reporting bugs, playtests, & design feedback for development team.

THQ - Quality Assurance

February 2007 - November 2007 (Full-time)

Projects: Stuntman: Ignition, Frontlines: Fuel of War, Ratatouille, and Screwjumper.

- Xbox Standards & Multiplayer testing
- Finding & reporting bugs, especially high submission risk bugs.

Publisher Pathfinder - Founder

November 2025 - Present

- Free community resource to match developers to financing & publishers.

Delirium Factory - Advisor

April 2026 - Present (Contract)

Projects: Unannounced

- Directly advising leadership team on biz dev, platform partnerships, funding avenues, product positioning & marketability.
- Developing new business opportunities with strategic partners.

Super Studios - Consultant

April 2026 - September 2026 (Contract)

Projects: Masters of Mayhem

- Direct advising leadership, marketing & product teams on marketplace positioning, go to market strategy & platform relations on their multiplayer social deduction game Masters of Mayhem.
- Developing new business opportunities with strategic partners.

AMGI Studios - Advisor

March 2025 - March 2026 (Contract)

Projects: My Pet Hooligan

- Directly advising the C-suite leadership, production, marketing & design teams on product design, marketplace positioning, go to market strategy, production, business development, platform & partner relations, publishing, development tools, release management & distribution.
- Developing new business opportunities with strategic partners.

Endless Adventures - Advisor

August 2024 - Present (Contract)

Projects: Adventure Forge

- Directly advising the leadership (Jordan Weisman), marketing & design teams on product design, useability, marketplace positioning, monetization & go to market strategy & timelines, business development, publishing.
- Developing new business opportunities with strategic partners.

GDCA Awards Jury
March 2027
- Debut Committee
- Game Launch Commitee

DevGAMM Awards Jury
November 2026

Unity
April 2026
“Red Flags in Publishing Contracts and Negotiations”
- Official Live Stream - Twitch & YouTube

UCLA Game Lab
February 2026
“Weird Games, Real Money: Creating Experimental Work in a Commercial World“
- In Person - Game Development Students & Industry Guests

Unity
February 2026
“Red Flags in Publishing Contracts and Negotiations”
- Official Unity Pro Stream - Special invite to all Unity Pro license holders

Game On Norway
January 2026
”Spawn Point Trondheim Public Pitch with Valkyrian Council“
- In Person - Game Development Accelerator & Norwegian Government Guests

IndieCade
December 2025
”Opportunities and Resources Impacting Indie Business and Driving Growth”
- In Person - Game Development Students & Industry Guests

DevGAMM Awards Jury
November 2025

DevGAMM Lisbon
November 2025
”Why Players Stay (Or Leave), And What To Do About It”
- In Person - Game Developers & Industry Guests

USC
November 2025
“What Publishers Looks For”
- Digital Panel - Game Development Student Cohorts