



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
- 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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Publisher Pathfinder - Founder

November 2025 - Present

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

AMGI Studios - Advisor

March 2025 - Present (Contract)

Projects: *My Pet Hooligan*

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

Endless Adventures - Advisor

August 2024 - Present (Contract)

Projects: *Adventure Forge*

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

Akupara Games - Chief Operations Officer (COO)

July 2025 - Present (Full-time)

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

Akupara Games - Head of Production/Ops

March 2024 - June 2025 (Full-time)

Projects: *Montabi*, *Future Vibe Check*, *Echo Weaver*, *Rain World*, *Sorry We're Closed*, *REPOSE*, *Cryptmaster*, *Airframe Ultra*, *Cabernet*, *Nanomon*, *GIGASWORD*, *Everafter Falls*, *Astrea*, *Universe for Sale*, *Ynglet*, *Zoeti*

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

Cold Iron Studios - Senior Producer

February 2022 - April 2024 (Full-time)

Projects: *Aliens: Fireteam Elite*, *Aliens: Fireteam Elite Pathogen DLC*, *Unannounced Sequel*

- Oversaw publishing, marketing, and platform-focused development as well as external partner, press, publisher, licensor and vendor relations
- Managed deadlines and deliverables of feature development teams, marketing/social/community team and publishing/live-ops team
- Built marketing pipeline, organization-wide and inter-department pipelines and improved existing publishing and development pipelines internally and cross-org
- HR, corporate branding, team building, charitable outreach and 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 and publishing
- Led production and marketing teams in addition to individual projects
- Accountable for porting, co-dev, publishing and marketing aspects of majority of titles
- Built, standardized, streamlined, documented and templated publishing and marketing pipelines for repeatable success
- Established, maintained and grew collaborative partnerships with clients, first party platforms, press, influencers, merch and 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 and 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 and 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 and 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 and Playstation Move.
- Finding and reporting bugs, playtests, and 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 and Multiplayer testing for
- Finding and reporting bugs, especially high submission risk bugs.