# Anthony Alan Garcia

**Studio operations · Startup leadership · Production**

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Studio operations lead and game producer who has helped startups build teams and establish production workflows since 2020. Experience spans game development, animation, studio administration, and AI adoption.

## STUDIO AND STARTUP EXPERIENCE · 2020 ONWARD

### Tinker Studio
Apr 2024 - Present

**Studio Operations Lead**

- Manage operations across game development, content creation, and client projects.
- Helped integrate AI into studio workflows and develop internal team tools with the goal of lowering software costs.
- After adopting AI, Tinker Studio increased content output to 100 videos a week and can now prototype and release small, complete Roblox games in one week.

### Vimilu
Feb 2021 - Feb 2025

**Operations Lead**

- Helped assemble the team and oversaw development of Juan Takbo, the studio's first mobile game, in six months.
- Established 2D and 3D production workflows as the studio expanded into animation and original IP, including Five Gallon Purpose and Urban Jungle Pals.

### Tinker Studio
Aug 2020 - Apr 2024

**Game Producer**

- Managed Tinker VR through development and festival submission for Sundance 2021.
- Introduced agile production, planned sprints across three concurrent VR projects and client work, and streamlined the Dr. Paddles content pipeline.

### Chain Crisis
May - Nov 2023

**Game Production Consultant**

- Supported early hiring, scoped the development roadmap, and established onboarding for a cyberpunk blockchain RPG team.

### Lakan Interactive
Mar 2022 - Jan 2023

**Co-founder, Interim CEO & Studio Director**

- Co-founded the studio and led growth to a remote team of 46 people in eight months.
- Established agile production and oversaw HR, finance, creative pipelines, and investor pitches while the team developed Lakan RPG and Toyminator.

### Climate Guardians
Dec 2021 - Jan 2023

**Game Producer**

- Helped assemble a remote development team and shape the initial pitch for a climate-themed blockchain game.
- Developed the production plan and contributed design feedback during preproduction.

### U.S. mobile game startup
Jul - Aug 2021

**Production Consultant**

- Helped define production workflows and team responsibilities for a mobile farming simulation game.

**SKILLS** Studio operations and administration · Team building · Game production · Agile and Scrumban workflows · AI adoption · ClickUp · Google Workspace · Microsoft Office

## EARLIER EXPERIENCE

Superside, B2B Account Manager (2016-2019) · Independent game production and design (2014-2016) · Virtual Gaming Worlds (2013-2014) · Groundbreaking Games, Co-founder and Lead Game Designer (2010-2013) · Gameloft (2008-2010) · Anino Games (2006-2008)

**EDUCATION** B.S. Computer Science · Angeles University Foundation · 2005