

Sivarak "Kai" Tawarotip

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PROFESSIONAL SUMMARY

Senior Producer with 17 years in AAA game development. Six years as Senior Producer at Infinity Ward, shipping Call of Duty titles and sustaining Warzone as a live service at 2M+ peak concurrent players. Led a 20–40 person engineering org across Engine & Graphics, Tools, Systems, and Build & Release, owning the full technical production lifecycle from pre-production through platform certification, launch, and live ops. Career began in QA; have run test teams, shipped through Sony, Microsoft, and PC cert pipelines, and produced engine, tools, and content disciplines in parallel.

SKILLS

Production & Program Management: Engineering & QA org management • Cross-discipline coordination (Engineering / Art / Design / QA) & studio-leadership partnership • Cross-functional launch orchestration • Milestone planning • Dependency & risk management • Incident response • Live-service operations • Roadmap-to-delivery translation

Tools & Pipeline: Jira (admin) • Confluence • Perforce • CI/CD pipelines • Slack workflow automation • Build & Release pipeline ownership

Methodologies: Agile • Scrum • Waterfall • Certified ScrumMaster (CSM) • Milestone-based scheduling

Technical Domains: Engine & Graphics • Live Ops • Platform certification (PlayStation, Xbox, PC) • Localization pipeline management

Additional: Bilingual (English / Thai) • Self-hosted server infrastructure (custom hardware, virtualization, networking) • Anthropic Claude — agent & tooling development

EXPERIENCE

Senior Producer — Infinity Ward 2017–2023

- Led end-to-end program management for a 20–40 person engineering org spanning Engine & Graphics, Tools, Systems, and Build & Release. Shipped major Call of Duty titles and sustained Warzone as a live service at 2M+ peak concurrent players across PlayStation, Xbox, and PC.
- Owned resource allocation and staffing decisions across a concurrent-title org, balancing headcount against shifting milestone priorities, tracking utilization, and managing external vendor scope so engineering capacity landed where it needed to.
- Owned the tools program end-to-end, coordinating delivery of both net-new and improved developer tooling for a 300-person studio. Ran prioritization sessions with the tech director, triaged inbound requests, and translated approved work into milestone plans and sprint schedules aligned to production timelines.
- Maintained live-service stability for a 2M+ peak concurrent player platform by building and monitoring crash dashboards across PlayStation, Xbox, and PC. Triaged highest-impact issues into Jira, maintained active investigation ownership, and gated every fix through testing review before release, driving crash rates under a 3% per-platform target and defending it from 2021 through 2023, with every spike caught, assigned an owner, and driven back down.
- Converted long-term engineering vision into a trackable roadmap across six years of live-service delivery. When targets shifted, re-planned scope and trajectory to land close to the original commitment, flagging changes early instead of at the deadline.
- Owned the live-service content cadence for a 2M+ player game: weekly in-game store drops within ~6-week seasons, periodic title updates, and live-ops fixes as issues surfaced. Coordinated engineering capacity against a continuous content schedule without dropping the ship cadence.

Projects: Call of Duty: Modern Warfare • Call of Duty: Warzone • Call of Duty: Modern Warfare II • Call of Duty: Modern Warfare III • Call of Duty: Warzone Mobile (shipped 2024; contributed 2022–2023)

Producer — Infinity Ward 2014–2017

- Led engineering teams across Engine, Tools & Pipeline, Tech Art, Gameplay, and AI. Served as the cross-functional bridge between lead designers and the tech director, translating design requests into engineering priorities and negotiating schedules both teams could commit to and deliver against.
- Ran studio-wide tool request surveys to surface and prioritize improvements by developer demand. Served as first-line triage for incoming issues, gathering full context before escalating to engineering to protect dev focus time.

Projects: Call of Duty: Infinite Warfare

Producer — Neversoft Entertainment 2011–2014

- Managed parallel engineering and content disciplines simultaneously. Engineering: Tools, Tech Art (3ds Max/Maya tooling), Gameplay, and AI/NPC systems. Content: Character Art, Animation, Motion Capture, and UI/HUD.
- Bridged tools users and engineering leadership. Gathered developer pain points, escalated recurring issues to the code director for prioritization, and coordinated fixes and preventive measures to improve pipeline reliability.

Projects: Call of Duty: Ghosts • Call of Duty: Advanced Warfare • Duck Dynasty (motion capture) (Neversoft contributed to Ghosts and Advanced Warfare in a co-development capacity prior to being integrated into Infinity Ward in 2014. Full credits: mobygames.com/person/250653/sivarak-tawarotip/)

Associate Producer — Neversoft Entertainment 2009–2011

- Managed content team covering Character Art, Vehicle Art, and Weapon Art. Ran regular lead reviews to allocate resources and ensure on-schedule asset delivery.
- Directed the localization pipeline, overseeing accurate and culturally appropriate translations for in-game text, subtitles, and dialogue across multiple titles.

Projects: Guitar Hero: Warriors of Rock • Call of Duty: Ghosts (pre-production)

Production Coordinator — Neversoft Entertainment 2008–2009

- Supported the Lead Producer in tracking milestones, maintaining project schedules, and keeping GDDs and asset documentation current.
- Served as the primary liaison between QA and the development and production teams, streamlining issue reporting and resolution.

Projects: Guitar Hero: Metallica • Guitar Hero 5 • Band Hero

QA Tester / Lead Tester — Neversoft Entertainment 2006–2008

- Started in QA. Led test team within first year, developing comprehensive test plans and collaborating directly with developers on bug reproduction and resolution.

Projects: Tony Hawk's Project 8 • Tony Hawk's Proving Ground • Guitar Hero III: Legends of Rock • Guitar Hero: Aerosmith • Guitar Hero: World Tour

INDEPENDENT TECHNICAL WORK 2023–PRESENT

A deliberate sabbatical after seventeen continuous years in studios: stepping away by choice to go deeper on the technical side, and now returning. Designed, assembled, and operated self-hosted server infrastructure from scratch, including custom hardware, virtualization, and network configuration. The same scope-direct-and-ship loop I ran with engineering orgs, applied to AI as the implementer. With Anthropic's Claude executing under my direction, I specced, iterated, and shipped production-grade tooling: plugins and skills for an Obsidian-based knowledge system; a single-file React command-center dashboard, "The Daily Node" (open source: github.com/GitHubxSuperKai/the-daily-node); and autonomous scheduled agents running real workflows.

EDUCATION & TRAINING

MindGym Management Training — via Activision 2022–2023

Performance management, leadership development, and diversity, equity & inclusion.

Certified ScrumMaster (CSM) — Scrum Alliance 2011

In-person certification with interactive instruction and workshop from a verified trainer.