

Eveline Sulistio

Seasoned **Project Manager** with expertise in Agile project management, successfully delivering AAA-quality products on time and within budget, leading teams of different sizes.

Melbourne, VIC, Australia

(+61) 424 766 557

eveline.sulistio@gmail.com

[https://www.linkedin.com/in/](https://www.linkedin.com/in/eveline-sulistio/)

[eveline-sulistio/](https://www.linkedin.com/in/eveline-sulistio/)

<https://evelinesulistio.wixsite.com/portfolio>

EXPERIENCE

Electronic Arts Maxis Studios, Melbourne, Australia — *Development Director I*

APRIL 2025 - CURRENT

- Led external vendor management, driving alignment, transparency, and delivery across distributed teams
- Improved cross-team communication, increasing visibility and reducing coordination friction between EA Maxis and vendor teams
- Established structured conflict resolution processes, ensuring timely issue resolution and broad decision transparency
- Delivered executive-ready status reports and risk summaries, improving leadership visibility into project health
- Proactively identified and mitigated risks to maintain schedule predictability
- Coordinated cross-functional dependencies between internal and external teams to prevent blockers and ensure smooth execution
- Introduced Agile ceremonies (daily stand-ups, risk reviews, backlog grooming, bug triage) to external partners, improving delivery cadence
- Partnered with teams to define and streamline development pipelines, clarifying workflows and production processes

PlaySide Studios, Melbourne, Australia — *Producer*

AUGUST 2024 - APRIL 2025

- Independently managed a cross-functional team of 10-15 members for the development of *Arena Clash* and *Super Rumble* update on *Horizon Worlds*
- Released 2 new game modes and delivered a major update, all on time and within budget, increasing player engagement by approximately 10%
- Worked with 2 junior producers on *Horizon Worlds Survive* with a team of 30 members
- Successfully delivered Early Access milestone on time, with an extra 2 weeks for polish and optimisation
- Currently working on a mobile game project with a team of 15-20 members
- Improved stakeholder satisfaction by streamlining communication

SKILLS

Production

Agile project management

Team management and leadership

Stakeholder management

Budget management

Risk assessment and mitigation

Strong communication and

interpersonal skills

Project Management Tools

Jira

Hansoft

Trello

Miro

Soft Skills

Adaptability

Conflict resolution

Strategic planning

Others

SQL/JQL

phpMyAdmin

Sourcetree

LANGUAGES

English

Indonesian

Japanese

and providing regular, actionable updates, resulting in fewer delays and faster conflict resolution

- Collaborate with team leads to create milestone definitions and roadmaps
- Establish, review and iterate team pipelines and processes to ensure smooth development with minimal defects
- Lead and facilitate Scrum ceremonies, fostering a seamless development environment for the entire team

PlaySide Studios, Melbourne, Australia — Associate Producer

JULY 2021 - JULY 2024

- Supported the development of multiple console and mobile game titles, including *Civilization VII - VR*
- Managed cross-functional teams of up to 20 members, including artists, designers and engineers
- Worked closely with senior producers and designers to ensure project goals are met on time and within budget
- Participated in various stages of the development process, including early planning, playtesting, bug fixing and release management
- Used agile methodology to plan and execute projects, ensuring deadlines were met and stakeholders were kept informed of progress
- Worked with cross-functional teams to identify risks and develop mitigation strategies
- Developed strong relationships with external partners across multiple projects
- Successfully and seamlessly migrated 3 projects from Hansoft to Jira with zero downtime

coly Inc., Tokyo, Japan — Localization Manager

OCTOBER 2018 - JULY 2021

- Developed Traditional Chinese version of a highly popular Japanese smartphone game, *Stand My Heroes*
- Managed game resources such as UIs and scripts throughout the development process until release, ensuring satisfactory translated resources
- Main tasks included managing the game interface, scheduling in-game events and campaigns, and adjusting the game difficulty to suit the preferences of users in the target country
- Designed new features to keep users engaged and improve in-game monetisation
- Demonstrated leadership and teamwork by managing multiple feature strike teams, ensuring timely delivery and quality
- Produced quarterly performance reports summarising project analysis and strategic decisions
- Built a strong relationship with external partners while maintaining an exceptional relationship for both companies

ZigZaGame Inc., Tokyo, Japan — Associate Producer

DECEMBER 2017 - OCTOBER 2018

- Designed a smartphone puzzle game, including level design and in-game asset management with external companies
- Worked with the team to pitch ideas for additional features beyond the main game component
- Demonstrated creativity in the level design process, including player level design, puzzle stage design, map specifications and puzzle gimmicks

EDUCATION

Monash University, Melbourne, Australia — Bachelor of Civil Engineering

FEBRUARY 2011 - DECEMBER 2014

- Studied the 4 streams of Civil Engineering (Structural, Geomechanics, Traffic and Water System), majoring at Structural and Geomechanics in the 4th year of study. Graduated with Honour in December 2014.
- Participated in one of the teams of Monash University to join the 8th Inter-University Invitational Civil Engineering Competition as a final year project.