

Skylar Phillips | Creative Producer

404-640-4378 | skylarkphillips@gmail.com | [Website](#)

PROFILE

Creative Producer with 5+ years of experience managing end-to-end production of digital and video across global entertainment, tech, and lifestyle brands. Focus on owning post-production workflows, managing timelines, and building Agile systems for comprehensive creative teams. Skilled in translating briefs into clear deliverables. Experience supporting launches and digital storytelling for brands like SheaMoisture, Dolby, Byrdie, and Slamdance.

EMPLOYMENT HISTORY

GIMMIE GAMES – Decatur, GA

Art Producer | Jan 2024 — Present

- Promoted from Junior Art Producer in 2023 to lead production and creative development of 16+ simultaneous projects per financial year, delivering digital and motion 45 - 90 days ahead of schedule.
- Oversaw integration of consumer insights into the creative production pipeline, contributing to studio ecosystem growth that supplies over 50% of app's content.
- Owned meeting invites, agendas, and weekly check-ins to align progress between design and tech development, driving a 43% increase in production turnaround.
- Developed project boards that automated reporting, tracked milestones, and improved production turnaround by 25%.

Junior Art Producer | Jan 2023 — Dec 2023

- Mitigated tight deadlines by resource balancing freelance art resources across international production pipeline.
- Coordinated post-production of 2D art and motion for website, social, and video, ensuring that marketing assets were delivered to editors and graphic designers on time.
- QA'd and reviewed game builds with stakeholders, managing iterative feedback loops to align technical implementation with stakeholder notes.
- Translated briefs into deliverables and presentation decks, aligning directors and teams on brand, tone, and design standards.

SLAMDANCE – Los Angeles, CA

Marketing Project Coordinator | Jun 2022 — Oct 2022

- Increased digital visibility and engagement by 116%, iterating campaigns with data-backed revisions.
- Developed master calendar for copywriting, video edits, and photo, increasing output by an additional 30 + branded deliverables per week across social, web, and email.
- Facilitated review cycles using Frame.io, consolidating brand feedback to streamline stakeholder approval, ensuring consistency across internal and public-facing channels.
- Drove the redevelopment of brand identity by structuring a brand guideline handbook that established visual standards, ensuring brand awareness across digital platforms.

DOLBY LABORATORIES – Remote, GA

Content Production | May 2021 — Nov 2021

- Managed post-production of Dolby promotional content for placement on websites, social, and apps.
- Led visual media selection behind campaign partnership, ensuring assets aligned with Dolby Atmos and Vision standards.
- Produced promotional visuals behind campaign, working with UX and UI teams to coordinate the multi-platform launch of successful multi-year experiential program. Collaborated with producers and directors to edit narrative flow, motion design, and final color grading passes that met brand standards across campaigns.

EDUCATION

B.A, Visual & Media Arts, Emerson College | Sep 2016 - Jan 2021

SKILLS

Agile Workflow
Motion Graphics

Post-Production Workflow
Project Management

Usage Rights/Trademark
Vendor Management

SOFTWARE

Jira
Frame.io

Asana
Adobe Creative Suite

Airtable
Excel