



Hi there! My name is Lily Gardner, and I am a senior this year at the University of Utah. I'm on the "art" side of the Entertainment, Arts, and Engineering emphasis, but I'm more focused on production than anything else. It's my hope to be a producer in the industry, and the major has afforded me multiple opportunities to learn and grow into that position to the best of my abilities. I am also minoring in Creative Writing; though my focus is not on writing in the industry, I don't think opening more doors with additional experience and added skills is ever a bad thing.

I served as lead producer for Crowstone, though I say "lead" with a bit of reticence. Our team focused on using the agile/scrum model of development, and there are no lead positions, per se. Kevan and I shared the production workload between the artists and the programmers; Kevan handled the programmers, and I oversaw the artists. However, we both often checked in with the other team at regular intervals, and I made it a point to have open communication between all team members, at all times.

Working with team on Crowstone was an incredible experience. At the start of the semester, I had produced four projects prior, but Crowstone was by far the closest experience to what I believe working in the industry would be like. It was also the largest project/team I had produced thus far. We had our fair share of hurdles to overcome, but I had faith in our team and I think what we created by the end of the semester is something we can all be proud of. I would gladly work with any of the team members on another project if the opportunity came our way!