



www.beatrizolcina.com

BEATRIZ OLCINA - PRODUCER

"Click"

Reel



¡Hola! I'm Beatriz Olcina, an established producer since 2013, specializing in video games and new technologies since 2017. Thank you for dedicating a few minutes of your time; I take this opportunity to introduce myself. My experience **covers the entire development cycle**, from team formation to platform management at launch, leading projects from scratch, entrepreneurial initiatives, and representing notable companies. I have regularly **interacted with international publishers and investors, led teams of up to 80 people**, managed **budgets of up to 3M**, and was a **pioneer** in adopting **remote work** in my city as well as **leading decentralized teams**.

My journey includes a **scholarship** from **Antonio Banderas** in the film industry and **support** from **Lanzadera** in the field of video games. My expertise has been forged in demanding projects, often characterized by **constant changes**. My approach includes ensuring **milestone achievements, managing resolving and avoiding conflicts**, and **prioritizing team well-being**, I have been involved in real image, 2d, 3d and AR projects. always ready to travel and embark on new adventures

EXPERIENCE

- 2013 - 2023** **Producer & project Manager** - [Beatriz Olcina Productora](#)
Audiovisual production company (Spots, trailers, creation of audiovisual pieces, video editing...) videogames prototyping and outsourcing of narration and dubbing (+100 projects) We cover the entire process.
- 2023 - 2023** **Business developer** - Chibig ([Summer in Mara & Mika company](#))
forge strong relationships with publishers, manage trade fairs and contact agendas, identify business opportunities...
- 2022 - 2022** **Producer & project manager** - Digital Sun Games ([Moonlighter Company](#))
Production lead for the company's flagship project, managing the project alongside the publisher, and team management & schedules using the Scrum methodology, utilizing management software, managing a 3M budget.
- 2022 - 2022** **Producer** - Documentary in front of a broken mirror
Project management and supervision, subject search, on-set production...
- 2021 - 2022** **Producer & project manager** - Bomnis Games ([My granny Lala and me](#)) *Best narrative (Indie summit), presented at the Microsoft Store in New York*
Management of budgets, schedules, team building and supervision of outsourcing decentralized teams, dealing with the publisher, pitching, trade fair representation...
- 2021 - 2022** **script writer and dialoguist** - Games For Tutti ([Scrap riders](#))
Work on the script created by the studio. Character development and complete creation of the game's dialogues and their implementation through a Node system.
- 2018 - 2022** **Producer & project manager** - Aweak Team ([Tower princess](#)) - *WNDev'21contest - Unreal*
Management of budgets, schedules, decentralized team supervision, dubbing management...
- 2021 - 2021** **Producción - United Gamers**
Spots series with 2d animation and dubbing in different languages. Creation and design of the club mascot.
- 2019 - 2019** **Producción - Caravanas Osito**: Producción del spot Amor ciego
- 2017 - 2018** **Beca Malaga Talent - Seleccionada como joven talento del cine iberoamericano y europeo**
Antonio Banderas awarded a scholarship as a young talent in Ibero-American and European cinema. During the weeks of the Malaga Festival we attended all the international networking events, we pitched projects, received masterclasses and talks, sharing space with J.A. Bayona, Guillermo del Toro...

- 2018 - 2019** **Producer & project manager - MGLAM**
Budgeting, negotiations, financing, representation at trade fairs for product sales, creation and supervision of the core team and outsourcing decentralized teams...
- 2019 - 2020** **Productora & Dialoguista** - Guionización de la parte orgánica y comercial del Chatbot, formación en PNL, QA.
- 2017 - 2018** **Producer & Business developer - Tacti VR** ([Dragon Riders](#))
Tactile virtual reality videogame, with a tracking system and built-in physical scenarios.
As producer I was in charge of supervising the creative and technical development. Calendars, budgets, deadlines, QA management, events, national and international networking...
- 2017 - 2017** **Producer & Director -** [Keep counting](#) - First prize, best national short film best cinematography and directing, best direction and more than 20 official screenings including Sitges.
Creation of the project, team, contracts, casting, search for funding, recording permissions, budgets, production on set, problem solving, representation at festivals...
- 2016 - 2017** **Producer & Project Manager** - Beatriz Olcina Producer (Black Canvas project)
Budgeting, creation and supervision of the core team and outsourcing decentralized teams, team management, scheduling, deadline monitoring...
- 2016 - 2016** **Producer:** Hostile Short Film (More than 40 official selections)
Management of budgets, schedules, team supervision, production on set, licences, locations, shooting plan, problem solving, obtaining recording permissions...
- 2014 - 2014** **Producer & Director:** 28mm Short Film
Creation of the project, team, contracts, casting, search for funding, recording permissions, budgets, production on set, problem solving, representation at festivals...
- 2013 - 2014** **Producer assistant:** Playstation Spot
- 2013 - 2013** **Producer & Codirector:** Scavengers webserie
Creation of the project, team, contracts, casting, search for funding, budgets, production on set, problem solving...

EXPERIENCE IN OTHER AREAS

Above all, I'm a producer, but I've been fortunate to be able to combine it with one of my passions: dubbing and the world of radio voice-over.

- 2016 - 2023** [Dubbing Actress](#): Professional dubbing actress in different Spanish studios & dubbing management for game productions ([Web with info](#))
- 2018 - 2023** [Radio New Caster](#) - Newscaster in the program "La tarde con Marina", own section of curiosities about movies, dubbing and videogames on Fridays

I have worked and excelled in areas such as [directing](#), [script writing](#) and video editing to a lesser extent. In fact I was awarded a [scholarship by Antonio Banderas](#) in 2018 as one of the 20 [young promises of Ibero-American and European cinema](#) for my work in [Keep Counting](#).

STUDIES

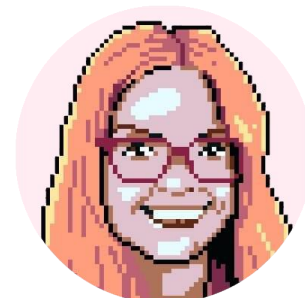
I studied audiovisual communication for 4 years, I did a master's in audiovisual post production. I continued with the beginning of the Bachelor's degree in art and design for videogames at ESAT. I have taken several courses in animation production, video game design and video game narrative and I also trained for 7 years in the dubbing industry.

Beatriz Olcina

info@beatrizolcina.com

[illinois_break](#) 

www.beatrizolcina.com



RECOMMENDATION LETTERS (VIDEOGAMES)

Chibig S.L
C/ Muelle de la Aduana 1, 6
46002 Valencia



To whom it may concern,

I am writing to highly recommend the work of Beatriz Olcina. As your direct supervisor during your tenure at Chibig S.L., I can say with confidence that she is an exemplary employee.

During her time at Chibig, Beatriz proved to be a very dedicated, motivated and reliable person. She was always punctual and performed her responsibilities with diligence and attention to detail.

Beatriz was hired for a position that did not previously exist in our company. Despite this, she showed a quick ability to adapt and a great facility to learn the assigned tasks. Throughout her time here, she proved to be a reliable and efficient member of the team. She was always willing to help with any task and successfully managed all those given to her.

Unfortunately, due to changes in the company structure, the position cannot continue. However, we look forward to continuing to work with Beatriz externally, as we consider her a valuable part of our team.

I highly recommend Beatriz for any related position.

Sincerely,

A handwritten signature in blue ink, appearing to be "A. Cozar", written in a cursive style.

Abraham Cozar
Director de Chibig S.L

Wildframe Media S.L.
C/. Serpis nº 68
46022 Valencia



To whom it may concern,

By means of this letter I would like, as CEO of Wildframe Media and direct manager while working with us, to recommend the work of Beatriz Olcina.

Beatriz joined our staff to supervise the company's flagship project during my paternity leave.

During the times we worked alongside and those in which she she was overseeing the project by herself the head of the project, Beatriz in her production roleEnsured the milestones were timely met of the milestone, carried report and communications directly with the publisher, managed and supervised a headcount of 11 professionals and the various outsourcing teams.

During challenging times for the team Beatriz proved to be a resolute and capable person, willing to face new challenges, a profile that not only focuses on performing his tasks but also strives to improve efficiency and processes, proposing new iterations of which some of them will remain in the project after his departure.

Beyond production, in a company like Wildframe Media where we run several projects in parallel, new needs arise, Beatriz never hesitated to take the initiative to cover some of those needs demonstrating her ability to do so., such as the creation and editing of audiovisual material, dubbing management, proposing new profiles suitable for vacant positions, among others.

Given her work ethic, versatility and involvement, we will continue to collaborate with her whenever the opportunity arises.

Sincerely
Rubén Picó Ruiz
Executive Director of Wildframe Media

A blue ink handwritten signature is written over a rectangular stamp. The stamp contains the text "WILD FRAME MEDIA" in a bold, sans-serif font. Below this, in a smaller font, it reads "WILDFRAME MEDIA S.L. B-96516321", "AVDA. BURJASSOT 1-32 46009 VALENCIA", and "info@wildframemedia.com".

WILD FRAME
MEDIA
WILDFRAME MEDIA S.L. B-96516321
AVDA. BURJASSOT 1-32 46009 VALENCIA
info@wildframemedia.com

TactiVR S.L.
Maestro Sanchis Almiñana 8
Escalera A Puerta M
46900 Torrent



To whom it may concern,

I am writing this letter as the Chief Executive Officer of TactiVR and as Beatriz Olcina's direct supervisor during her time with us, to wholeheartedly recommend her work.

In her role as a producer, Beatriz effectively collaborated with the Lead Programmer to plan the development timelines for Dragon Raiders. She successfully managed a team of freelance artists to deliver the artwork for Dragon Raiders on time and within a tight budget. Whenever the quality of the freelancers' work did not meet our expectations, she took the initiative to demand revisions, explore alternative options, or even personally complete the work to ensure it did not compromise the production schedule.

Beyond her production responsibilities, in a start-up company like TactiVR, numerous tasks arise without a designated owner. Beatriz consistently demonstrated initiative and capability in taking on many of these tasks, such as organizing events, creating and editing audiovisual materials, and conducting testing.

Given her strong work ethic, versatility across a wide range of tasks, and above all, her dedication and intensity in completing projects, I would not hesitate to rehire her in the future if the opportunity arises.

Should you require further information or credentials regarding Beatriz's work, please do not hesitate to contact me directly. I am available to provide any necessary details to support her exceptional qualifications.

Sincerely,

Arnau Josep Rosselló Castelló
Chief Executive Officer, TactiVR