



“WHAT WOULD YOU SAY  
YOU DO HERE?”

Keith Fuller  
[www.fullergameproduction.com](http://www.fullergameproduction.com)

Think of a challenge your company faces today.

Really give it some thought. It's important.



Got one?



That's a people problem.



I solve people problems.



# WARGAMING.NET

LET'S BATTLE

*"In our industry we really underestimate the amount of training that we all need to become better. That's why I think Keith's help was very important for me. This guy is awesome!"*

Danny Volkov  
Development Director, World of Warships

Executive coaching





HI-REZ  
STUDIOS

Feedback from my manager training (scale from 1 to 5):

- Topics were relevant to me: 4.3
- Content was well organized and easy to follow: 4.5
- I believe this training will help me be a better manager: 4.3
- The trainer was knowledgeable about training topics: 4.5

Management training



volition

*"Keith did a great job of listening and understanding the issues we were having, and would potentially encounter, during our planned changes within the studio. He was able to present a high-level roadmap and risk analysis which turned out to be very relevant for us and has helped us navigate an evolution of our culture. His focus on supporting employees and strong leadership is invaluable."*

Clint Ourso  
Studio Production Manager

Culture checkup



**IRON**  
**GALAXY**®

*"At first I was skeptical that anyone could drop into our studio and quickly identify the issues that challenge us daily...but Keith did exactly that. After meeting with key members of the company, he measured our strengths and weaknesses against the vast array of other developers he's worked with, and isolated a few key themes for us to focus on improving. While some of these issues were known, getting such a clear focus on what we should be fixing "today" gave us the shot in the arm we needed to address stuff that makes every employee more happy and productive."*

Dave Lang  
CEO

**Employee engagement**





Additional clients

Fuller Game Production (FGP) was founded by Keith Fuller after 11 years as a AAA studio developer. Experiencing more than enough dysfunction in the trenches led to a desire to boost employee fulfillment and studio efficiency for as many developers as possible by improving leadership and people operations throughout the games industry.

Since 2011, FGP has served hundreds of developers at companies of all sizes, using industry leading practices to address the most common and complex people problems.

- Values and cultural growth
- Performance review processes
- Emotional intelligence training
- Feedback delivery through one-on-ones
- Workshops for first time leaders
- Hiring and onboarding practices
- Professional development plans
- Individual coaching across all disciplines, up through executive levels





Solving people problems means a healthier studio  
and greater fulfillment for developers.  
Reach out for a free initial conversation.

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Fuller Game Production



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