

## Summary

All of my experiences so far have shown me the way to excellency.

My objectives are:

Live the 3M model as part of my leadership philosophy.

Continuously improve my toolbox as a Scrum Master.

Coach others in the craft of Agile.

## Experience



### Project Manager

Combat Waffle Studios Inc

Aug 2023 - Present (5 months)

Support the team with process implementation and continuous improvements. Work together with the C-suite level to reduce overhead.



### Senior Technical Project Manager & Atlassian Specialist

Wolfaenpak SRL

Aug 2020 - Present (3 years 5 months)

Project management training and preparing organizations for SSM exams and also adopting Scaled Scrum.

Help organizations adopt Scrum and prepare new Scrum Master adopt the mantle of servant leaders. Coach organizations in self sufficiency and self management.

Working with Laravel and React native to deliver e-commerce products. Specialized in consulting clients to unpack e-commerce marketing solutions to clients and provide analysis on user data and behavior.

Specialised in Atlassian products, both administering and also helping organizations migrate from Trello, Gitlab, Monday.com to JIRA, Confluence, Bitbucket, Service management. Good experience on using the Atlassian API using Scriptrunner and also writing scripts using groovy or javascript. End-to-end setup of completely custom solutions using JIRA Cloud.

Specialised in delivering metaverse solutions using Unreal Engine 4 with ReactJS and AWS cloud solution. Able to provide and work out solution as a Solutions Architect, create dataflow diagrams and perform end-to-end maintenance on existing pools of EC2 instances. Good experience on setting multiplayer using Gamelift and use the Flexmatch solution.

Manage and deliver data asset pipeline solutions and lead a team of data scientists and engineers that maintain and constantly improve the pipeline for a Fortune500 company.

## Technical Project Manager & Atlassian Specialist

### Cognizant Netcentric

Jun 2018 - Aug 2020 (2 years 3 months)

As an IT Project Manager for Netcentric, I have worked as both an Agile Project Manager as well as a Scrum Master for various projects.

As a Project manager, aside from securing the successful delivery of projects on-time and within budget, I have also frequently been on-site with the client to gather requirements and write specifications.

As a Scrum Master, I have focused on helping teams become self managed and coach the organisation and client PO to understand and respect the Scrum Guide.

The tools I have used in managing projects are: JIRA, Smart sheets, Gsuite, Asana, Mindmeister.

I occasionally had to create or modify google scripts using Javascript. Within the company I hold the Black badge in using Google scripts.

My accountabilities are:

- Facilitate meetings
- Create project plans
- Organise workshops together with the team to estimate and plan new work items
- Work together with the client and gather requirements
- Write specifications
- Inspect and adapt the iteration's backlog together with the team based on the current progress
- Agile coaching

As a technical project manager I have proven experience with Magento and Wordpress. I have implemented a complex online shop with Immersive books feature.

In just 2 months I was able to form a team and also master the platform in order to deliver for a global Bank.

Accountabilities as a technical project manager:

- Research and put together a plan for new solutions based on client requirements
- Review tech implementations from engineers and apply corrections where necessary
- Discuss with client tech directors or other technical roles to integrate client already existing solutions like CRM, LDAP etc.

## Technical Project Manager & Atlassian Specialist

### Amber

Jan 2015 - May 2018 (3 years 5 months)

The PjM role at Amberstudio is that of a first line manager with a client centric drive. My responsibilities were:

- Product leadership first and foremost
- People leadership and aligning them behind the product's direction

- Building a work framework based on project and reinforce it to the team
- Formal authority with product specific tasks
- Maintain and implement new JIRA systems. Build JIRA dashboards and keep them relevant based on project.
- People counseling and conflict management among subordinates
- Team reports with performance updates
- Peer mentoring for junior PjMs
- Creative problem solving for complex client requests. Establish and put into action a roadmap for feature implementation with a short turnaround time
- Risks and mitigation plans for emerging bottlenecks in feature development
- Content Management for Back-end authoritative titles like Avengers Alliance and Star Wars Commander
- Working with CMS and delivering new events via OTA to live products.
- Working with the submissions teams to deliver a new live update with zero maintenance time.

The project management solutions I have followed so far with my clients has been Scrum and Kanban. I have also formed and worked in Agile Pods to deliver features with a very quick turnaround time.

I have experience working with the following versioning systems:

- Subversion
- GIT/GIT lab
- Perforce / P4

Have had extensive training in live and asynchronous communication.

My favorite work stream has been to help out in project and company framework improvements and offering solutions for possible bottlenecks that might appear from sub-par processes.

## JIRA Global Admin

Amber

Oct 2014 - May 2018 (3 years 8 months)

- Configure from scratch Ondemand Jira Cloud version
- Create project templates based on project requirements
- Develop new Agile workflows
- Create and maintain post operator functions for an optimized experience
- Keep accounting for the company's Atlassian licenses
- Create new accounts

My role also covered training everyone in the development department how to use Jira and continuously improve the developer's experience. This meant that I did have to hold a number of workshops to quickly explain Jira's importance in development.

## QA Project Manager

Amber

Nov 2014 - Jan 2015 (3 months)

Quality assurance managers lead a company's efforts to maintain continuous product or service quality by implementing process controls, data analysis and measurement devices.

Other attributions with Amber:

- Work on Billing
- Create and manage a JIRA Database from scratch
- Goal Alignment

## Qa Test Lead

Amber

Jun 2014 - Nov 2014 (6 months)

Implement basic principles of Agile testing methodology.

Guide the testing process for an outsourcing operation.

Create more feasible solutions for UAT by writing simple user stories.

Organize weekly Scrum discussions to optimize overall workflow.

Blackbox testing along with 2 other team members on Facebook and web based applications.

Performance testing.

## QA Tester

Amber

Apr 2014 - Jun 2014 (3 months)

Work as an outsourcing QA practitioner for different external Studios. My main attributions were to work with a pre-defined DTS and submit acceptance criteria tickets.

Also worked on improving company framework by creating reports and trackers in excel.

## QA Test Lead

Electronic Arts (EA)

Feb 2013 - Jan 2014 (1 year)

Work directly with QA team, production, and worldwide resources to help ultimately deliver the greatest product possible to the consumer.

Develop test plans, create test suites, assess possible risks throughout project life cycle, identify best testing practices and improved efficiency, create training documents, interview new potential employees, communicate and coordinate with outsourced team, localization teams, and coordinated partnerships. Occasionally travel internationally to train/ work with various partners and teams.

Carry out responsibilities as a committee member for internal company program dedicated to boosting studio morale.

Worked on:

BopIT iOS

Tetris Monsters on iOS

Tetris 2011 on iOS

Tetris Blitz on Android/Kindle/iOS/Windows Phone 8

Supreme Heroes on Android/iOS

Ultima Forever Android/iOS

Monopoly Slots iOS/Android  
Plants vs Zombies 2 iOS/Android



## QA Tester Electronic Arts (EA)

Jul 2011 - Jan 2013 (1 year 7 months) Testers must know how to categorize bugs and be able to prioritize. They work to deadlines and must have an understanding of production and marketing schedules. They normally use a software quality management system to document their findings. Testers typically work in teams, sometimes playing together on a multiplayer game, and sometimes different teams are responsible for specific sections or parts of a game. Testing involves playing a game over and over again, testing different levels and versions of the game. The work can be repetitive and tedious, but Testers must be able to stay motivated and test the game long after the novelty and fun factor may have worn off. Testers must be diplomatic when communicating with other team members and accept that they can have only limited influence over the design. They must also be able to anticipate different ways the game will be played, and test accordingly.

## Education

University Titu Maiorescu

On-going process, Intellectual Property Law

2009 - 2013

Study fundamental principles of Romanian Law.

Understand mechanisms and underlying connections between various institutions within a rule of law.

Attend local debates and discuss themes proposed by a predetermined jury.

Attend the court of law to witness first hand principles and theory learned during classes performed in real life scenarios.

High School Mihail Sadoveanu

Diploma de Bac, Mathematics and Computer Science

2005 - 2009

Learn lots of math and physics.

## Licenses & Certifications



Professional Scrum Master I (PSM I)- Scrum.org



Certified SAFe 5 Scrum Master- Scaled Agile, Inc.

Issued Dec 2021 - Expires Dec 2022



Amazon Web Services Cloud Practitioner- Amazon Web Services (AWS)

Issued Apr 2022 - Expires Apr 2025

## Skills

Unreal Engine 4 • Bitbucket • Node.js • WebRTC • DevOps • Stakeholder Management • Groovy • RESTful WebServices • JavaScript • Google Apps Script

## Honors & Awards

Tg. Jiu Law Conference  
Apr 2010