

Senior game product manager

Summary

Roles: Product manager, Project manager, Game Producing, Game designer, 3D graphic designer

Product Vision and Strategy: Develop and articulate the product's vision and strategy and ensure alignment with the company's goals.

Roadmap Development: Create and maintain a product roadmap that outlines the development trajectory and milestones.

Feature Development: Lead the development of new features and improvements based on market research and user feedback.

User Experience (UX) Optimization: Focus on optimizing the user experience, including gameplay, graphics, and user interface.

Market Research: Conduct market research to identify trends, opportunities, and threats in the gaming industry.

Stakeholder Communication: Serve as the primary liaison between different stakeholders such as development teams, marketing teams, and executive leadership.

Monetization Strategies: Develop and implement monetization strategies to maximize the product's revenue potential.

Quality Assurance: Oversee quality assurance processes to ensure the delivery of a high-quality product.

Analytics and Data Analysis: Leverage data and analytics to make informed decisions and to guide product development.

Budget Management: Manage the product's budget and resources effectively to ensure financial goals are met.

Top Skills

Product Management

Product Development

Product Launch

Team Leadership: Lead and manage cross-functional teams to ensure the product's success.

Content Development: Oversee the development of engaging content that enhances the gaming experience.

Community Engagement: Foster a vibrant community through engagement initiatives and feedback channels.

Customer Support: Oversee customer support efforts to ensure user satisfaction and to address issues promptly.

Legal and Compliance: Ensure that the product complies with legal requirements and industry standards.

Partnerships and Collaborations: Build and maintain partnerships with other industry players to enhance the product's reach and features.

Agile Project Management: Implement agile project management methodologies to streamline development processes.

Performance Monitoring: Monitor the product's performance and make adjustments based on real-time feedback and metrics.

Brand Development: Work on brand development and positioning to enhance the product's market presence.

Continuous Learning: Stay abreast of the latest developments in the gaming industry and continuously enhance personal and team skills

Knowledge of the PlayStation (content pipeline), Nintendo (OMAS sub), Steam, Epic, Google Play, App Store, and Windows submission process.

Experience

Gameloft

13 years 5 months

Senior Game Product Manager

April 2020 - Present (4 years 5 months)

Overall product strategy

Product roadmap

Competitors analysis

Audience analysis

Marketing, monetization, development key decisions making

Head of alternative projects department

June 2017 - April 2020 (2 years 11 months)

Kharkiv Region, Ukraine

Coordination of multiple product teams in parallel.

Senior Game Product Manager

May 2012 - April 2020 (8 years)

Kharkov

Overall product strategy

Product roadmap

Competitors analysis

Audience analysis

Marketing, monetization, development key decisions making

Game Product Manager

April 2011 - May 2012 (1 year 2 months)

Full development cycle planning. Tactical and strategic management of the projects.

Matreshka

Lead manager

January 2011 - April 2011 (4 months)

Program-Ace

Project manager

November 2009 - January 2011 (1 year 3 months)

Project manager of the Web projects. Full development cycle planning.

Tactical and strategy management of the projects.

W3

Project manager

November 2008 - November 2009 (1 year 1 month)

* Work with technical leads

- * Schedule, and execute the tasks required to meet the project objectives.
- * Responsibility for overall coordination, status reporting and stability of complex and cross-functional project oriented work efforts.

PIPE studio

Production director

May 2008 - November 2008 (7 months)

- Managing a small teams of game producers, providing leadership support and strategic direction;
- Identify of new opportunities for future products, which are inline with the company's overall business aims;
- Continual advancement of game development lifecycles and production processes;

Program-Ace

Project manager

June 2004 - May 2008 (4 years)

Project manager of the Game projects. Full development cycle planning. Tactical and strategy management of the projects.

New Force

3D Graphic designer

January 2000 - March 2001 (1 year 3 months)

Expert of computer graphics

Education

Nacional'nij Tehnicnij Universytet 'Kharkivskij Polytehnichnij Institut'
bachelor, Management of organizations · (2003 - 2010)