

Aleksandr Gaidukov

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[Telegram](#)

Project Manager with more than 10+ years of background in the Software development industry. Has experience building SaaS software from MVP to production. Praised for a deep understanding of the technical details of the project and being the communication bridge between developers and stakeholders. Design and build AI workflows, utilizing deep knowledge of software development processes and technical background, to boost productivity of both myself and my team. Proud of the products, which managed to launch and operate during the career and teams gathered to deliver those products.

Professional Experience

DIZZARACT, [FARCANA](#)

Senior Project Manager, from August 2024

- Designed, implemented and supported delivery pipelines, to smooth the processes of developing the game content and achieve the milestone goal of releasing the game in the Epic Game Store for public test
- Designed and implemented workflows to automate project management routine using n8n, resulting in 10% reduction of time spent on management related tasks
- Reorganized and prioritized existing backlog of features and developed a roadmap to set team's priorities and measure capabilities
- Supported cross-division communication to be ensured, that everyone share the same vision and information
- Established workflow for newly founded data analytics team, defined goals, milestones and key product metrics, composed technical specifications for dashboards
- Led the launch of a supporting mini-app with AI agent in collaboration with outsource development team

LOGICAL, PART-TIME CONSULTING

Product Owner, December 2023 – July 2024

- Reloaded the marketing approach of company, leading in growth and acquiring new clients in B2B segment
- Optimized internal data flow and outsourced development of multiple users platform for continuous workflow in a field of food production and delivery logistics

AKVELON, OUTSOURCE DEVELOPMENT

Senior Project Manager, June 2022 – October 2023

- Managed a distributed, multinational team of 50 professionals and guided establishing of several teams to meet specific client needs, boosting client satisfaction, leading the company to new opportunities
- Implemented more than 10 technology training initiatives for employees to get new skills, based on the analysis and utilization of the company's historical business opportunities data, resulting in enhancement of the ability to react to the market's demands
- Complemented those initiatives with launching an internal portal for getting tasks and tracking the progress, which established a consistent employees' skills improvement process

8TH BRIDGE, B2B SOFTWARE

Co-Founder, Project Manager, January 2020 – June 2022

- As a team leader, handled the delivery and next support of 2 products:
 - Web module for inspecting and interacting with 3D BIM models - was integrated into customer's information system and is used by hundreds of professionals on daily basis
 - SaaS visual editor dedicated for creating interrelated business processes schemes in different notations (BPMN, ARIS)
- For the smooth delivery of those complex software products conducted user interviews to figure out the business needs and compose the specification using user story mapping, facilitated the technical discussions and decisions of the team, evaluated and planned the budget and managed the resources of the development process, worked with UI design specialist to settle UI/UX of the products, defined the goals and iterations, coordinated the integration with the development team on partner's side
- Recruited the team, which expanded up to 10 members, established the agile development process and led the process of delivery of the product to meet the expectations of the stakeholders
- Due to the pandemic, successfully transitioned the team to a remote work environment, this transformation didn't affect the planned MVP, delivered to client in the expected time frame

SOCIAL QUANTUM, [MEGAPOLIS](#)

Product Owner / Lead Game Designer, March 2017 – December 2019

- Managed the distributed team of 5 game designers (product owners), coordinated their work with developers, QA, content-managers, UI designers, artists and marketing
- Was responsible for the creation of the new features through all the steps of production: concept, prototype, documentation, designing UI, development, LiveOps and delivered several big game updates to production
- The overall result of those updates were: 5% increase of 1-day Retention and 1% increase of 7-day Retention, 5% increase of the Revenue and players engagement

Lead QA, June 2014 – March 2017

- Hired, trained and managed a team of 6 people without any previous QA experience

Additional Information

- Instruments: n8n, MCP, OpenAI API, Gemini API, Tableau, ClickHouse, SQL, Linux, Python, Git, Confluence, Notion, Miro, Figma
- Skills: Product Management, A/B Testing, Data Analytics, Stakeholder Management, Specifications Writing, JTBD
- Languages: English (C1), Serbian (A1), Russian (Native), German (Beginner)
- Education: Master's Degree in Computer Science (2010-2016) – Ivanovo State Power University, Russia, Computer Science Department