# Alex Tarashkevich

 $\textbf{Location:} \ \ Vilnius, \ Lithuania \ (Open \ to \ remote \ roles \ in \ US \ time \ zones) \cdot \textbf{Phone:} \ +370-696-52-699 \cdot 100 \cdot 100$ 

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#### SUMMARY

Results-driven **Product Manager** with 5+ years of management experience, including 3 years in **Product Management**, leading cross-functional teams in fast-paced startups. Successfully delivered AI, mobile gaming, SaaS, e-commerce, and web platform products.

### PROFESSIONAL EXPERIENCE

**Product Manager** | **Finespace** (AI Avatar Generator mobile app, Triple Match 3D mobile game) *Vilnius, Lithuania* | *Feb 2022 - Present* 

- Monetization: Designed and launched a subscription model using SQL and Firebase analytics, driving a 40% ARPU increase.
- Retention: Optimized level design through A/B testing, reducing churn before Level 50 by 28% and improving lifetime value (LTV) by 13%.
- **Go-to-Market Strategy:** Developed and executed **go-to-market plans**,, including market research, competitive analysis, and user onboarding, resulting in increased adoption.
- Leadership: Directed cross-functional teams of 20+ engineers and designers, delivering high-impact features on time and within scope.
- **Product Requirement Documentation (PRD):** Created detailed **PRDs** to align cross-functional teams (engineering, design, and analytics) on feature scope, timelines, and success metrics.
- Engagement: Increased average session time by 34% through gameplay mechanics updates.
- **Stakeholder Alignment:** Collaborated with executives and marketing teams to define **KPIs** and prioritize features, ensuring alignment with business objectives.

## Senior Project Manager | Finespace (MVP Launches & Boomf E-commerce Platform)

*Vilnius*, *Lithuania* | *Feb* 2022 – *Present* 

- MVP Execution: Launched and led 12+ MVPs (mobile games, SaaS tools, web applications).
- Process Improvement: Reduced card designs processing time by 30% through workflow optimisation.
- Revenue Growth: Increased ARPU by 19% via competitor analysis-driven feature update.

## **Project Manager | Webspace**

Minsk, Belarus | Jul 2021 - Feb 2022

- Agile Delivery: Achieved 90% on-time delivery for 5+ projects via sprint planning optimizations.
- QA Efficiency: Reduced post-launch bugs by 20% by managing end-to-end testing workflows.

### **Project Manager | Attico**

*Minsk, Belarus* | *Nov 2019 – Jun 2021* 

• Streamlined **Git** workflows, collaborated with product managers, improving feature delivery efficiency.

# Frontend Developer | Borovoy Studio (Kia Website development)

Minsk, Belarus | Apr 2019 – Nov 2019

• Developed a clear understanding of the **SDLC**, enabling realistic project planning and timeline estimation.

### Salesman | Southwestern Advantage

Washington, USA | Jun - Sept 2016

• Achieved recognition as a **Top First-Year** Sales Student, ranking in the top 60 out of 1,800 students.

## **SKILLS**

**Product Management:** Agile/Scrum, MVP Development, Roadmapping, A/B Testing, KPI Tracking, Market Analysis, Product Requirement Documentation, **Product Strategy**, **Product Lifecycle Management**. **Tools:** SQL, Firebase, Google Analytics, Jira, Tableau, GitHub, Excel/Sheets

#### **EDUCATION**

## **Czech Technical University in Prague**

Bachelor's in Software Engineering (3 years completed, 2015–2018)