

# CHARLES GIGANTE

Digital Media & Product Development

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## PROFILE

Strategic, results-oriented digital media professional with proven track record of managing complex projects while delivering high-quality results on time and within budget. Consummate professional with superior collaboration skills and a strong dedication to client service. Consistently resolves complex challenges to deliver satisfied clients.

## WORK EXPERIENCE

### **Freelance - Website Developer**

(2014 – present)

Portfolio: [crg.io](http://crg.io)

### **Ideally, LLC / Shmap - Director of Product Development** (2013 – 2016)

Co-founder of Ideally, LLC and product manager for *Shmap* – an iOS application that harnesses GPS technology to put location at the center of the social messaging experience. Responsibilities included product requirements documentation, user stories, product roadmap, project management, web development, strategy, UI/UX/design, social media marketing and more. Management tools include Jira, Slack, Cloudforge, etc. [ideally.net](http://ideally.net) | [shmap.me](http://shmap.me) | [appstore.com/shmap](https://appstore.com/shmap)

### **in8 Mobile, a division of Nantworks - Manager of Content & Promotions** (2010 – 2013)

Managed the concepts, creative design, technical implementation and roadmap for all promotions and sweepstakes within in8 Mobile's two image/music recognition applications: iD and Verizon iD.

### **Universal Music Group - Senior Producer**

**Mobile** (2007 – 2010)

Responsible for all mobile content production for UMG's labels, giving UMG the top market share in the ringtone business. Managed an internal team of five to fulfill label production priorities. Collaborated closely with marketing executives to ensure all campaign commitments were met.

### **Warner Bros. - Lead of Wireless**

**Personalization** (2005 – 2007)

Mobile wallpaper and ringtone creative lead and production manager for major properties including Harry Potter, Happy Feet, Superman Returns, Looney Tunes, DC Comics, Friends and more.

### **Infospace Mobile – Manager of Production**

(2001 – 2005)

Managed the high volume creative production of licensed music, voice and images, thus creating one of the most diverse and largest catalogs of content in the mobile industry at the time.

## SKILLS & PROFICIENCY

Web Development (HTML, CSS, PHP), Mobile Product Management, Analytics, Reporting, Specifications, Documentation, Management & Team Building, Content Development, Agile Development Methods, User Stories, Photoshop, Copywriting, Wireframes, Jira, Slack, Bugzilla

## EDUCATION

### **New York University**

Certificate, Web Development

### **University of Southern California**

B.S., Music Industry