

# Anna Pieshkova

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I'm an experienced Project Manager with over 5 years in the gaming industry and an MBA from Kharkiv National University of Economics. I specialize in team leadership and coordinating global teams to deliver successful projects. I manage large mobile e-commerce projects, working with multiple departments and external partners to ensure successful delivery. My experience includes billing integrations, authentication systems, and payment solutions, as well as understanding marketing and product performance metrics. With strong analytical skills and a broad vision of projects, I anticipate challenges early and guide teams toward effective, high-quality solutions.

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## Professional Experience

### **Project Manager, Gameloft** *November 2020 – Present*

Managing large-scale mobile e-commerce projects in the gaming industry, coordinating cross-functional global teams and external partners to ensure timely and high-quality delivery. Responsibilities include overseeing billing integrations, authentication systems, and payment solutions, while monitoring marketing and product performance metrics to drive continuous improvement.

### **Project Manager, SKALAR UA** *March 2016 – October 2020 · Kharkiv, Ukraine*

Led a team in developing and launching e-commerce projects, implementing CRM systems, and integrating CRM with ERP platforms. Coordinated multiple stakeholders to deliver solutions on time and within scope.

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## Education

**Simon Kuznets Kharkiv National University of Economics** *2010 – 2016* Master of Business Administration (MBA), Business Administration and Management

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## Additional Skills

Product Management · Data Analysis · A/B Testing · Team Leadership · CRM & ERP Integration · Billing & Payment Solutions · Mobile E-commerce