PRODUCT / DEVELOPMENT MANAGER
Jonathan Barceló Iñiguez

+1 469 274 1619

barcelo.jonathan@gmail.com

Mexico City, Mexico

https://www.linkedin.com/in/jonabar/

EDUCATION

Degree
B.A. Spanish Language + Literature
University of Texas at Austin | 2011

CERTIFICATIONS

ICAgile Coaching Professional | 2017

ICAgile Project Management | 2016

Bridging Disciplines - Film Studies
University of Texas at Austin | 2011

LANGUAGES

English
Native

Spanish
Native

OTHER

www.uponajargogle.com

ABOUT ME

I am a Creative Development Manager with a background in video game localization and original content creation for the LATAM region. Though my project management style is rooted in agile methodologies, I understand that different teams develop different habits according to their histories. This is why my favorite part of my job is empathizing with the team and designing sensible solutions to entrenched and emergent issues. In short, my client is the team. I am currently looking for early stage creative development projects in the technology and entertainment industries, where I hope to help cultivate incredible teams focused on collaborative creative work.

RELEVANT EXPERIENCE

Producer - League of Legends
Riot Games LATAM | Mexico City, MX | 06.2015 - 04.2018

As League of Legends Producer, I was tasked with improving Product Management habits across the organization in order to help ship the first wave of original content for the LATAM region. In my time in this role, our catalogue grew to include documentaries, Esports news and analysis, behind the scenes featurettes, and audiovisual experiences.

Localization Coordinator
Riot Games LATAM | Los Angeles, CA | 07.2014- 05.2015

I designed and implemented best practices for the localization of audiovisual assets in the League of Legends catalog, including microsites, graphics, comics lettering, promo videos, and in-game VO. My accomplishments in this position include fully vendorizing first pass QA duties for League of Legends' two week patch cycle, and a collaborative approach to VO script localization that led to an increased positive sentiment in new champion VO reception.

Spanish Language Specialist
NCSoft | Austin, TX | 02.2013- 06.2014

In addition to my role as PoC for external spanish language Player Support teams, I led the design and implementation of Quality Control processes for PS responses during the launch of WildStar.