

LILIANA MONSALVE

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PROFESSIONAL SUMMARY

Goal-oriented junior developer with a masters' degree in Software and Computing Engineering coupled with the following business experience:

- 3+ years in SaaS Product Management working with Agile development teams
- 5+ years in client-facing Project Management collaborating cross-functionally with tech and non-tech teams
- 1 year developing projects in Unity, C# and Java

RELEVANT EXPERIENCE

Circuit Stream – Vancouver, Canada

Agile Product Owner – Implementation Consultant

Feb 2023 to Present

- Boosted my knowledge from beginner to proficient on Unity Hub
- Delivered eight games using Unity engine, C#, Pro-Builder, SW patterns, Multiplayer games design, Scriptable Objects, and Cinemachine
- Built three reusable modules supporting player's movement, pickable objects and health management
- Improved my implementation times in 90%

Vibratil – Florida, US

Agile Product Owner – Implementation Consultant

Aug 2017 to Nov 2020

- Improved delivery and operation of a CRM SaaS by collaborating with teams of developers, designers, and QA
- Created 10% additional revenue by engaging deeply with customers, conducting user research, and discovering new functionalities that improved the project scope
- Coached teams in Agile Methodology by active hands-on collaboration on the design, development, and implementation of 7+ projects

Independent – Florida, US

Technical Project Manager

June 2013 to July 2015

- Improved product experience and usability developing UX front-end enhancements using Agile Methodologies, HTML5, JavaScript, CCS and command-line interface for B2B clients across different industries
- Reduced deliverability delay rates by 60% by improving user stories' definition of done, recalibrating backlog prioritization, and removing blockers

University of Los Andes – Bogota, Colombia

Administrative Program Coordinator

Aug 2010 to Sep 2011

- Delivered high-volume scheduling and appropriate resource allocation for 65 courses each academic term reaching the highest satisfaction rates from stakeholders
- Built professional networks by hosting 10+ events and presentations on targeted programs with corporate allies and stakeholders

Adjunct Professor

Jan 2009 to July 2010

- Taught Object-Oriented Programming, SDLC, analysis and design concepts, UML, XML, and Java
- Mentored student teams to deliver six high-quality software prototypes quickly and cost-effectively each academic term

Communications Coordinator**Feb 2006 to Sep 2008**

- Drove collaboration and data-based decision-making across all the 10 cross-functional departments, smoothly communicating with interdisciplinary teams and Senior management
- Forged 6 new alliances and maintained 23 ongoing relations with corporate grant sponsors

Project Manager**Dec 2003 to Jan 2006**

- Shaped a six-member group into a high-performance team. Decreased overtime hours by 90%
- Supported front-end and back-end of an in-house statistical analytic software using MySQL, JavaScript, VBA, and Linux command line interface (CLI)

EDUCATION

- **Unity Game Development Bootcamp**

UBC & Circuit Stream – Vancouver, Canada – Nov 2023

- **PELD program – Professional English Language Development**

BCIT– Vancouver, Canada – Dec 2022

- **MSc in Software and Computing Engineering**

University of Los Andes – Bogota, Colombia – Mar 2006

- **Software and Computing Engineer**

University of Los Andes – Bogota, Colombia – Mar 2002