Andrei Verizhnkov

Project Manager/Product Manager

Beograd, Srbija

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Summary

Project and product manager with 9+ years of experience in managing in-house development teams and building projects from MVPs to successful release

- During my career, I led a department of 40 people working on IoT ecosystem devices and applications, and managed several Scrum teams in game development;
- Effectively apply Agile methodology in my work, with strong skills in sprint planning, conducting retrospectives, and drawing conclusions;
- Worked a lot on business economic, budgets and projects roadmaps;
- Developed and managed F2P (free-to-play) projects, driving them to profitability. Deeply understand project metrics (DAU, Retention, LTV, ARPU, etc.);
- Have a successful experience of mentoring developers and managers.

I am passionate about organizing development processes, quickly adapt to any domain, and am currently seeking new challenges.

Skills

- Scope and risk management
- Agile-management
- Planning and time-management
- Human resources management
- Project management (Jira, Notion)
- Multi-tasking
- Development (Unity, Web, Python)
- Analytical thinking
- Data Analyze (BigQuery, SQL)
- Leadership
- Budget management
- Communications

Experience

Heroes Team LLC l United States   2020 - 2024
Project Manager / Game Producer

- Managed an outsource team using Scrum, successfully developed two casual mobile games in short terms for one of the market leaders
- Managed in-house casual projects (mostly match-3) from MVP version to release, driving them to profitability. Operated LiveOps events for games.
- Got experience in analyzing data from Google Analytics and BigQuery, increased revenue of one game by 50%.

Cyberlaps LLC l Oryol, Russia   2018 - 2020
Project Manager

- Hired and managed a team, that successfully developed a casual game project for crypto platform Expload.
- Released a project on PC and Web

Rubetek l Moscow/Oryol, Russia   2015 - 2018
CTO/Team Lead/Project Manager

- I created from scratch a whole development department of native mobile applications for the IoT ecosystem and managed it as CTO. I successfully mentored a team of developers and managers and helped them to grow up.
- Used a mix of Agile and Waterfall to manage a development department of 40 people. Worked on plans and backlogs, built product roadmaps and analyzed risks. Got huge experience in conflict resolving.
- Coordinated interaction between the central office and a branch in another city.
- Got experience in CI/CD and client-server infrastructure
- Organized technical steps of the launch of IoT devices under the Rubetek brand for sale in Leroy Merlin.

Inventos/Redspell l Oryol, Russia   2011 - 2015
Andoid/iOS/OCaml developer

- Developed Android and iOS native applications for Videomore video hosting, got working experience with high-load client-server infrastructure, REST API, Git and TDD
- Grown up to a lead position, and had a successful mentoring experience
- Managed as Lead Developer game development teams, got experience with OCaml, C#(Unity), C++, and Agile methodology

Education

Orel (Oryol) State Technical University (OSTU)   **2008 - 2012**
Bachelor of Computer Engineering, Computer Science

Languages

Russian (Native)   English (Intermediate)   Српски (Почетни 1)