

Sam Robinson

Project Manager looking to create exciting and fun gameplay while using predictive data to maximize retention and profitability.

Address: 817 SW 139th St Burien, WA 98166

Phone: 206-403-8196

Email: Sam7r7@gmail.com

PROFESSIONAL EXPERIENCE

Ember Entertainment | 2014-08 to Present

Product Manager / Producer - Empire Z 2016-01 to Present

- Gathered analytics, designed and programmed features to generate over 10,000,000\$ in revenue in 2016 after the team was scaled from 14 programmers down to 3 at end of 2015.
- Wrote analytics scripts to track KPIs and learn about macro player behaviors across different sections of the game.
- Assisted marketing efforts by finding core player indicators for both retention and monetization to maximize return on spend.
- Designed and programmed features for Empire Z.

Product Manager / Producer - Commanders 2015-07 to Present

- Ran an agile Kanban board as producer to drive the game from soft launch to world wide release.

Project Manager | Treasure Bounce 2014-08 to 2015-07

- Helped design levels and developed the macro difficulty scaling.

Z2 | 2012-01 to 2014-08

Scrum Master - Paradise Bay 2014-03 to 2014-08

- Ran team using Scrum/Agile production methodology.
- Was responsible for tasking and prioritizing a 22-person team that included Programmers, Design, 3d Modelers and animators.
- Shipped Paradise Bay's first Beta Build to IOS and Android.

Live Ops and Dev Ops Producer - Cross Studio 2013-11 to 2014-03

- Helped set uptime goals and ways to achieve those goals.
- Created documentation and methodologies for smooth releases.

Technical Artist - Shadowslayer 2012-11 to 2013-11

- Automated a 2D art pipeline using JSFL and Photoshop Python.

QA - Metal Storm, Battle Nations, Trade Nations 2012-01 to 2013-11

- Created test plans, wrote test cases and ensured that the game was running smoothly before each release.

WB Games / Snowblind Studios | 2007-07 to 2011-11

Usability Tester - Guardians of Middle Earth 2011-06 to 2011-11

- Ran usability tests, prioritized bugs and features.

QA - Lord of the Rings: War in the North 2007-07 to 2011-06

- Responsible for testing proprietary tools suite.
- Helped write test cases to ship the game on Xbox, PS3 and PC.

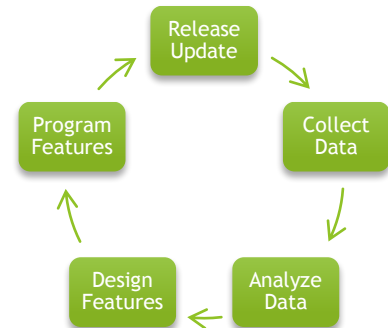
QA /Design - Death Tanks (XBLA Title) 2008-06 to 2009-03

- Designed new weapons and upgrades for major update.

RELEVANT SKILLS

Python	R and R Studio
MySQL	Data Analysis
Javascript	Elasticsearch
Scrum / Agile	Target Process
JIRA	Fog Bugz
LUA	Usability Testing
Cross Discipline Communicator	Create and write test plan

EMPIREZ PM WORK CYCLE



2016 EmpireZ Feature Using PM Cycle

Released 3 large updates to Empire Z in 2016 that required me to do design work, programmer work and project manager work on the feature. All 3 features improved monetization and retention after their releases.

BOARD GAME EXPERIENCE

Created the board game 'NFL Game Day' which is licensed by the NFL and distributed by Fremont Die Consumer Products.

EDUCATION

Data Science Certificate UW (2017-05)

Bellevue College

Digipen RTIS

INTERESTS

Dogs | Machine Learning | NFL | Craft Beer
Data Science | NBA | Camping | Whiskey
PC/Console Games | Board Games