Sam Robinson

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Summary

Highly motivated and detail oriented project manager with over 9 years of game industry experience and multiple years of experience running live mobile game projects. Expertise in managing multiple live games, data analysis and scrum / agile methodologies. A self-starter with an unending desire and capacity to learn new skills.

Skills

Live Project Management	Data Analytics	Scrum	Agile	Communicating Goals	Live Ops
Python	R	Mobile Game Development	MySql	JIRA	Target Process
Lua	Communicating Goals	Test Planning	Software Production	Excel	A/B Testing

Work Experience

Ember Entertainment – 2014-08 to Present

Product Manager

- Ran **Empire Z** and **Commands**, two live IOS and Android projects simultaneously as product manager.
- Established Key Performance Indicators (KPIs) for 2016 revenue and retention and surpassed them.
- Designed, implemented and released many features for multiple mobile games.
- Assisted in automating processes and systems to streamline content and sales releases.
- Used data analytics to increase revenue and find new revenue sources in my game projects.
- Shipped **Empire Z** major 2.0 release in March, 2017.
- Shipped **Commanders** world-wide release in late 2015.
- Shipped **Treasure Bounce** world-wide release in early 2015.

Z2 Live (Acquired By King) – 2012-01 to 2014-08

Scrum Master / Dev Ops and Live Ops Technical Producer / Technical Artist / Quality Assurance Game Lead

- Shipped **Paradise Bay** to first test market release as Scrum Master of a 22 person cross discipline team.
- Helped streamline releases as a Live ops and Dev Ops producer from later 2013 to mid 2014.
- Automated a 2d art pipeline to ship **Shadowslayer Dawn of the Light Forge** as a Technical Artist.
- Wrote test plans and did QA testing for **Battle Nations**, **Trade Nations** and **Metal Storm** mobile games.

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

Usability Tester / Internal Tools Test / Quality Assurance Analyst

- Ran usability tests, prioritized bugs and automated internal usability testing processes.
- Streamlined the QA testing of a proprietary tools suite.
- Shipped **Lord of the Rings War in the North** as a QA tester.
- Wrote and execute test cases to pass Xbox and PS3 certification.
- Designed features and wrote test cases for the game **Death Tanks** on XBLA.

Board Game Design Experience

Designed the game **NFL Game Day**! An official licensed product of the NFL and NCAA distributed by Fremont Die Consumer Producers.

Education

UW Certificate of Data Science   DigiPen Institute of Technology   Bellevue College