Sam Robinson
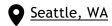
✉ sam7r7@gmail.com   📱 206-403-8196   📍 Seattle, WA   in https://goo.gl/1stC7c

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.

PROFESSIONAL EXPERIENCE

Ember Entertainment | 2014-08 to Present

Product Manager - **Empire Z** 2015-07 to Present
- Generated over 12,000,000$ in revenue for Empire Z in 2016.
- Increased the game's longevity and monetization by designing, programming and analyzing data from new in game features.
- Ran two live projects simultaneously and profitably as a product manager.

Product Manager / Producer – **Commanders** 2015-07 to Present
- Brought the game from soft launch to a world-wide release on IOS and Android.
- Maximized ROI after release using analytics models.

Project Manager | Treasure Bounce 2014-08 to 2015-07
- Brought the game from concept to a world wide release as product manager.
- Increased retention by using analytics models to identift in game churn.

Z2 (Eventually purchased by King) | 2012-01 to 2014-08

Scrum Master – **Paradise Bay** 2014-03 to 2014-08
- Ran team using Scrum/Agile production methodology.
- Tasked and prioritized a 22 person team of all discplines.
- Shipped Paradise Bay's first Test Market Release Build to IOS and Android.

Live Ops and Dev Ops Producer – **Cross Studio** 2013-11 to 2014-03
- Created up-time goals and action items to maintain uptime goals.

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
- Responsible for dozens of smooth client and server releases.

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

Usability Test – **Guardians of Middle Earth** 2011-06 to 2011-11
- Ran usability tests, prioritized bugs and helped guide design meetings.

QA – **Lord of the Rings: War in the North** 2007-07 to 2011-06
- Responsible for testing proprietary development tools.

QA / Designer – **Death Tanks (XBLA Title)** 2008-06 to 2009-03
- Wrote test cases and designed a feature for a major update.

Board Game Design – Designed, created a sales pitch and sold the right to the board game "NFL Game Day". An official licensed product of the NFL distributed by Fremont Die Consumer Products.

Education – Data Science Certificate UW (2017-06) | Bellevue College | Digipen Insititute of Technology

SKILLS
- R
- Python
- Live Project Management
- MySql
- Javascript
- Analytics
- Scrum
- Agile
- Target Process
- JIRA
- LUA
- A/B Testing
- Communicating Goals
- Test Planning
- Outsourcing
- UX Design

Interests:
Machine Learning
Predictive Modeling
Data Science
Mobile Gaming
Fantasy Sports
Process Automation
Production Methodologies
Board Games
Movies and Television
Beer
Whiskey