Sam Robinson

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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

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* 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.

*SKILLS*

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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

**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