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.

**Summary**

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| --- | --- | --- | --- | --- | --- | --- |
|  | Live Project Management | Data Analytics | Scrum | Agile | Communicating Goals | Live Ops |
| **Skills** | 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