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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| --- | --- | --- | --- | --- | --- | --- |
| **Skills** | Live Project Management | Mobile Project Developement | Big Data Analysis | Agile | Scrum | Live Ops |
|  | Python | R | Keras/Tensorflow | MySql | JIRA | Target Process |
|  | Lua | Communicating Goals | Test Planning | Software Production | AWS Tech Stack | A/B Testing |

# Work Experience

**Ember Entertainment – 2014-08 to Present**Product Manager

* Product Manager of **Empire Z** and **Commanders** simultaneously.
* Established Key Performance Indicators (KPIs) for 2016 revenue and retention and surpassed them.
* Keeping **Empire** Z and Commanders ROI positive 36 and 18 months after their launches respectively.
* In early 2016-02 **Empire Z** was on pace to churn all players by 2016-11, with my guidance Empire Z now has higher DAU in 2017-04 than it did in 2016-07 and replenishes its population VIA organic downloads.
* Assisted in automating processes and systems to streamline content and sales releases.
* Designed, implemented and released many features for multiple mobile games.
* Shipped **Empire Z** major 2.0 release in March, 2017, featured on IOS and Android app stores.
* 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