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| Summary | A committed and highly focused product professional with strong skills in Online Payments, Technology and Business operations. Responsible for managing online payment module, product/featureanalysis, planning and execution throughout the product development lifecycle. |
| Experience Projects | **Product Manager**  June' 17 – Present  **Junglee Games India Pvt Ltd**  [www.Jungleerummy.com](file:///C:\Users\Prashant%20Bhardwaj\Downloads\www.Jungleerummy.com)  **Role & Responsibilities:** Own end to end online Payment operations & ensure smooth payment flow across all platforms (Mobile App- Android & iOS, PWA, Web & Mobile browser)Prepare quarterly payments roadmap items and finalize each sprint's user story and prioritize live issue fixes.Plan & Conduct Payment's A/B test across user categories and data validation.Handle end to end on boarding, integration and launch new payment gateways & payment option.Responsible to build and maintain partnership with third party Payment gateways and Wallets such as Techpro(ingenco), PayU, Paytm, Direcpay, Freecharge, Phone Pe, Mobikwik etc.  * Hourly KPI monitoring and take PG routing action based on success rate fluctuation.  Create user stories and issue related tickets in Jira/Confluence.Follow up with product development, design& testing teams and align all teams on same page.  * Responsible for feature based competitor product analysis, plan new feature launch & Run UAT. * Manage day to day customer facing issues and resolve quickly to minimize the impact on live users.  Co-Founder(Mobile Games) Jan' 15 –May'17 **Milestone Studioz / Games Drill/ QuickGames**  [**Games Link**](https://play.google.com/store/apps/developer?id=Games+Drill)  [**Games Link**](https://play.google.com/store/apps/dev?id=6067958860979101744)  **Role & Responsibilities:** Define product specifications and create road map of Mobile Games.Manage & organize product development, designing, testing and marketing with respective teams  * Oversee and manage the Mobile Games in pipeline & related activity on day-to-day operations. * Responsible for analysis based on target/existing user behavior, requirements gathering and release planning of product updates. Create Game definitionand makes wireframe for new functionality * Responsible for publishing games on Google Play store, Apple App store, Amazons App Store & Samsung Apps.   **Senior Product Executive(Mobile Games)** Sep'13- Dec'14  **Appbulous Softwares Pvt. Ltd. (Division of Appstudioz)**  [Games Link](http://www.amazon.com/s/ref=bl_sr_mobile-apps?_encoding=UTF8&field-brandtextbin=appbulous&node=2350149011)  **Roles & Responsibilities:**   * Manage & organize product development, designing, testing and marketing with respective teams * Analysis & Research onproduct idea and market need, Create product definition and makes wireframe on the concept. * Write complete and detail-oriented product requirements documents(PRD), ensuring clear communication of those requirements to the business,design, usability and development teams. * Responsible for analysis based on target/existing user behavior,requirements gathering and release planning of product updates.. * Manage and organize product testing, monitor bugs and crashes reports. * Works closelywith the UX designerson product user experience. * Regular follow up with design and development teams & Plan Project milestones with the teams including project deadlines. * Monitor post product launch, measure the performance by defining success metrics and monitor required data by using tools like Google Analytics.  **Accomplishments & Achievements:**  * Achieved overall 74% success rate across payment gateways in Junglee Games. * Achieved 150% growth in daily deposit amount across user categories in Junglee Games. * Launched multiple payment options such as Paytm, Freechange, Phone Pe & Bhim UPI in Junglee Games. * Expertise in publish Games on Google play store, Blackberry world, Samsung & Amazon App Store in Appbulous .  Co-Founder Jan'12 - Jan'13shopick.comNew Delhi, India Online E-commerce portal for Indian Handicrafts and Hand-made Designed Products  **Responsibilities& Duties:**   * Monitored administration panel of the website and monitor user analytics, maintaining user interface, Manage product Releases. * Devised online and social media marketing strategies and worked on user experience design by updating website designed layout by introducing user friendly features, and adding transaction features * Designed and programmed collaboratively, identifying areas of performance improvement     Project # 1 : Word Crush: Brain Puzzle  Role: Product Manager  Description:  Word Crush is free Word-Picture puzzle game with 4 addictive game modes.  In Google Play Store:  <https://play.google.com/store/apps/details?id=com.gamesdrill.wordcrush>  Project #2 Cube Clash  Role: Product Manager  Link:  Description:    **War battle among color cubes, cube clash is the best action game.**  In Google Play Store:  <https://play.google.com/store/apps/details?id=com.milestonestudioz.cubeclash> |
| Education | Priyadarshini College of Computer Science, Uttar Pradesh Technical University**B.Tech(Information Technology) — 2009-2013** |
| Technical Skills | Technologies:Android, LIBGDX Game Engine, J2ME, and HTML5.  Tools: Jira, Confluence, Tableau, GA, Push apps, Mix panel, App Annie. |
| Areas of Expertise | * New Product Development and Launch * User Experience Improvements * Game Analysis and Quantitative Skills * Online Payments |