

HAMNA JALIL

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OBJECTIVE

Technical Project Manager with 4+ years of experience in game development, skilled at leading cross-functional teams, streamlining workflows, and delivering projects that balance player experience with business goals.

EDUCATION

Bachelor of Computer Science, University of Central Punjab

2017 - 2021

Relevant Coursework: Artificial Intelligence, Mathematics, Mobile Application Development, Embedded Computing with micro-controllers, Computational Geometry for Designing and Animation.

SKILLS

Technical Skills	C++, Python, HTML5, CSS, JavaScript, PHP, SQL
Soft Skills	Leadership, Clear Communication, Problem-solving, Stakeholder Management
Tools	Jira, Confluence, Trello, Asana, Notion, Slack, Microsoft Teams, Miro, Figma
Interests	Video Games, Traveling, History, Book Reading, Robotics, Technology, Quantum Mechanics

EXPERIENCE

Associate Product Manager

Sepr 2023 - Present

Revolving Games, Inc.

Lahore, Pakistan

- Support production processes across multiple teams, helping align schedules, priorities, and deliverables.
- Collaborate with departmental leads to ensure that tasks were tracked, dependencies were managed, and blockers were escalated.
- Help foster a culture of clear communication, empathy, and teamwork across the studio.
- Coordinate with senior producers and leadership to maintain transparency on project progress and milestones.
- Took ownership of smaller features and tasks, ensuring that deadlines were met with high quality.
- Adapted quickly to shifting priorities and supported teams in navigating uncertainty during game development.
- Actively contributing to process improvements by documenting workflows, maintaining trackers, and streamlining reporting.
- Managed production workflows across design, art, and development to keep teams aligned and on track.

Video Game Technical Project Manager / Producer

May 2022 - Aug 2023

FRAG Games

Lahore, Pakistan

- Developed comprehensive sprint retrospectives, optimizing development phases and enhancing sprint velocity.
- Facilitated effective client communication, resulting in custom feature enhancements that boosted user satisfaction by 20%.
- Employed Agile management techniques, improving team productivity by 30% and enhancing project deliverables.
- Oversaw UI/UX design improvements, leading to a more intuitive user interface and a 25% increase in player retention.
- Utilized Asana for project management, monitoring team performance and project milestones, reducing project overhead by 15%.
- Led requirement gathering and feature specification processes, ensuring all client needs were met and exceeded.

PROJECTS

Skyborne Phoenix Flight (Casual MMORPG) Working on Skyborne: Phoenix Flight, a cozy RPG that combines Animal Crossing-style gameplay with dragons, social collectivity, and web3 features.

Skyborne Genesis (Staking Game for Skyborne Legacy). Worked on Skyborne: Genesis, a staking game designed to provide early utility for NFT collections, with quests, rewards, and world exploration. Built with scalability and accessibility in mind across desktop and mobile.

RCADE Network

Dastaan (Turn-Based Tactical RPG Game (Similar to XCOM2)). Led a team of 30, including designers, developers, artists, and QA specialists, through the complete game development cycle

Music Festival Tycoon Simulation Game (Comparable to Parkitect). Managed project timelines, budgets, and resource allocation to ensure timely delivery and alignment with strategic goals.

CERTIFICATIONS

- [Google Project Management Certificate](#)
- [Atlassian Agile Project Management Professional Certificate](#)

LEADERSHIP

- [Women In Games Ambassador](#)