

## SUMMARY

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- Highly technical Product Manager with a strong background in gaming and graphics development.
- Entrepreneurial mindset, having started numerous successful side projects.
- Excellent communicator working with large cross-functional teams in remote, global environments.

## WORK EXPERIENCE

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### **Play'n GO**

**Dec. 2022 – Present**

#### *Product Manager*

*London, UK*

- Initiated, Designed and Launched Play'n GO's Game Tools, leading a cross-functional scrum development team of 7 Engineers and QA to improve and unify all tools used to make games.
  - Created and led product roadmap to unify, develop, document and sustainably operate all in-house game tools.
  - Worked with over 600 internal customers and cross-functional stakeholders to develop and improve a portfolio of 7 tools (and growing).
  - Saved over \$5m/yr in day-to-day operational expenses (and growing).
- Pioneered and launched an "instant replay" feature for our flagship tool, Saving countless hours in troubleshooting.
- Initiated and currently launching an ML/AI-powered solution for integrating Play'n GO's operational data, enabling significant improvements in operational efficiency, training costs and data-driven decision-making.
- Managed Jurisdictional Compliance leading a team of 6 Engineers, 4 QA and dependencies across multiple departments. Jurisdictional compliance requires the portfolio of over 400 games to remain certified and compliant with regulators in more than 244 different countries.
  - Analyzed risk and business value using qual/quant data to make data-informed decisions with a strong ROI under strict time pressure. Saved over \$20k in Certification costs.

### **Savage Game Design Ltd.**

**Sep. 2023 – Present**

#### *Lead Producer (part-time)*

*Exeter, UK*

- Led production of the next pre-production title with a AAA publisher and a bolstered team of excited industry veterans coming from major brands including Microsoft, Meta, Ubisoft & Player Unknown Productions.
- Coordinated production pipelines, processes and supporting infrastructure across all departments in collaboration with department leads under a strict budget.
- Led project costing, budgeting and roadmap planning to ensure each department had a clear budget and roadmap for production with necessary OKRs and unintrusive KPIs in place.
- Drove Engineering, Art and Design teams in the creation of pre-production GDD, TDD and Art Bible.

### **Play'n GO**

**Jul. 2022 – Dec. 2022**

#### *Technical Producer*

*London, UK*

- Designed and launched a solution with the Global Production Management team for migrating all operational game data for over 400 games from a series of spreadsheets and PDFs into a single automated JQL Database. Saving ~\$500k/yr in overheads.
- Discovered a wider problem with in-house software and created infrastructure to unite internal software and formed a Scrum Development team to support them. Getting me Promoted to Product Manager.

### **Savage Game Design Ltd.**

**Oct. 2021 – Sep. 2023**

#### *Producer (part-time)*

*Exeter, UK*

- Produced the company's first title with only a \$40k budget (S.O.G. Prairie Fire Arma 3 CDLC). The title was released in 2021, achieving over \$6m in sales and 82% positive reviews on Steam.
- Led the production of our flagship asset, a 300km<sup>2</sup> virtual terrain and worked under tight deadlines with a cross-functional development team across multiple time zones.
- Led an initiative for collecting, triaging and signing off ~\$1m worth of art assets from over 100 artists post-production.

Savage Game Design Ltd.

Dec. 2018 – Oct. 2021

Technical Artist (*part-time*)

Exeter, UK

- Designed and implemented a large-scale open-world terrain development pipeline in the Real Virtuality game engine.
- Creating several bespoke tools in Python & Java to assist in our CI/CD process.
- Reduced build error rate by 80% and increased build frequency by 300%.
- Designed a modular 3D Fortification system and created over 50 modular 3D Assets for this terrain.

## SIDE PROJECTS

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Full Projects Page: <https://www.hololand.uk/projects>

- **Mordhau Survival RPG** - Co-developed an overhaul Mod to Mordhau, resulting in a Job Offer directly from Triternions CEO & 125,000 downloads. (2023).
- **NGN** - Identified a ~\$500m market gap in male cosmetics, created and sold a solution via E-Commerce, Generating \$30k in sales in its first year with a 45% net profit margin (2023).
- **Arma 3 Spearhead 1944 CDLC** - Designed and implemented the production pipeline for their flagship asset, a 150km<sup>2</sup> terrain. Selling over 100,000 copies. (2022).
- **OpenGL PBR Engine** - Created a real-time PBR Rendering engine with C++/OpenGL (2021).
- **Chernarus 2035** - Co-developed an expansion mod to Arma 3 with over 130,000 Subscribers on Steam. (2018).

## EDUCATION

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University Of Essex

Jul. 2021

BSc. Computer Science

Colchester, UK

- Bachelor of Science - First Class Honours (**4.0 GPA**)
- Focused on Graphical Programming, Using C++ and OpenGL. Creating a real-time 3D PBR engine for my final project

## CERTIFICATIONS, SKILLS & INTERESTS

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- **Certifications:** Scrum Alliance Certified Scrum Product Owner (CSPO) - (ID: 001627999) - Mar. 2024
- **Hard Skills:** Jira, Asana, QuickSight, Shotgun, Perforce, 3D Graphics Pipeline, Python, Unreal Engine, C/C++, Jenkins.
- **Soft Skills:** Agile, Scrum, Presenting, Budget & Project Planning, Business Analysis, Market Analysis, CPA.
- **Interests:** Powerlifting, Video Games, Investing and Cars. I also love to travel and love skiing!