

MICHAEL BYRON

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SUMMARY

Project Manager and Game Producer. Proven ability to manage cross discipline to create and release games and supporting infrastructure projects. Excels at: planning, organizing, written and personal communication, risk management, and consumer experiences. Able to employ waterfall and agile management methodologies, and delivers projects on schedule and within budget while managing the constraints of resources and project risks. Experience managing and driving creative assets and handling user flow and monetization.

PM Software: MS Project, Excel, Jira, Testtrack, Fogbugz, Devtrack, Confluence

Languages: HTML, PHP, CSS, JQuery, Action Script (flash)

Tools: MS Office, Visio, Adobe Creative Suite (Photoshop, Illustrator, InDesign, etc),
Rapid UX Flow and Mockups

PROFESSIONAL EXPERIENCE

Glu Mobile | Kirkland, WA 

Project Manager for Live Operations | 2012 – Present

- Project Manager for all “live titles” released by the Kirkland studio. This includes working as the point of contact between the development team and other studio areas such as sales/marketing, analytics, and the executive stakeholders.

Projects

- Managed project schedules for up to 10 projects / games at a time, making sure they kept to the executive stakeholder’s vision and quarterly plans.
- Project Manager and Architect for Glu Mobile’s internal server tool set for Server backed games.
- Responsible for creating company’s best practices and document templates for all live response issues.
- Managed on-call team for servers and was responsible for 18 servers in 9 languages across two platforms.

Accomplishments

- Responsible for generating weekly executive status reports, project plans, and daily technical stand up meetings.
- Managed “live titles” by being accountable for communication of all deliverables including schedule, resource assignments, promoting the customer experience, and participating in recommending solutions/alternatives for the game/projects.
- Created, tracked and assigned tasks to appropriate groups based on their role and responsibility.
- Facilitated kick off meetings, technical discussions, planning sessions and prioritization of requests for projects.
- Coordinated releases across functional groups.
- Organized triage meetings to prioritize and mitigate risks.
- Review and assess work requests by gathering level of effort estimates. Meet with stakeholders for prioritization of requests when needed.
- Responsible for server uptime and all required operational run books.
- Monitored key metrics vital to health of the company such as CCU, ARPDAU, ARPPU, and daily Revenue.
- Reporting on business and analytics to executive level stakeholders.
- Collaborated with designers, development teams, QA, and stakeholders.
- Maintain strong working relationships with all cross-functional teams.

Griptonite Games | Kirkland, WA



Associate Project Manager | 2010 – 2012

- Associate Project Manager responsible for leading 2 DS titles and one mobile (iOS/Android) title. Responsible for communicating between stakeholders from multiple companies to ensure quality and client expectations were met.

Projects

- Successfully managed Scrum/Agile teams of 15+ people and multiple disciplines.
- Worked on major titles such as Sega Captain America and Bejeweled 3 for Nintendo DS.
- Additional project Management experience in Waterfall methodologies (requirements, design, code, integration, test, deployment, and maintenance).

Accomplishments

- Effectively lead cross-functional teams to ensure goals were met from requirements through delivery.
- Responsible for generating weekly executive status reports, and weekly team meetings status reports.
- Lead project re-scoping efforts to meet deadlines. Worked with key project stakeholder to ensure the project was delivered on-schedule and on budget.
- Risk and issue mitigation - Identified, analyzed and mitigated critical risks.
- Management of scope and schedules, key communications, reporting and metrics.
- Responsible for managing product margin, project timelines, and critical aspects for shipping titles.
- Resourceful and resolve issues by connecting people through fostered relationships.
- Key player in getting projects into production.
- Thrive in both structured and un-structured environment.
- Enjoy creating solutions and have a strong focus on user experience.
- Adept at high-level game design and have an eye for visual design.
- Spokesperson for the Sega Captain America press releases and journalist events held in San Francisco, and New York.

EDUCATION



- Bachelors of Arts, Comparative History of Ideas and Design, University of Washington – Seattle, WA



- Graphic Design, 2 year program, Utah Valley University – Orem, UT

CERTIFICATIONS



- Scrum Master – Scrum Alliance