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GAME MANAGER | NEW GAMES & PRODUCT LEADERSHIP *13+ Years Exp. in Mobile Game Development, Prototyping & Game Vision*

PROFESSIONAL SUMMARY Entrepreneurial Game Manager with 12+ years of experience leading cross-functional teams from **early concept to global launch**. Specializes in the **"0 to 1" phase**: identifying market opportunities, defining game vision, and validating assumptions through rapid prototyping. Proven track record of balancing creative risks with business objectives for major hits (*Cut the Rope*, *Om Nom Run, Pocket Necromancer*) and indie ventures. Combines a deep design sensibility with a Data Science background to make evidence-based decisions in fast-paced, iterative environments.

CORE COMPETENCIES

- **New Game Development:** Rapid Prototyping, Marketability Testing, Concept Validation, MVP Definition, Game Vision.
- **Leadership:** Cross-functional Team Lead, Stakeholder Management, Agile/Scrum, Roadmap Strategy, OKRs.
- **Tech & Data:** Hybrid-Casual Mechanics, Economy Design, SQL, Python, A/B Testing, Unity, C#.

PROFESSIONAL EXPERIENCE

INDEPENDENT / BANJO GAMES | Remote **Studio Founder & Game Manager** | *2023 – Present*

- **Total Ownership:** Founded a boutique game studio focused on rapid prototyping and finding "fun" fast. Owned the full vision, production, and technical execution for new concepts.
- **Rapid Iteration:** Led the development of *codecrops.dev*, a gamified platform. Translated abstract ideas into testable concepts, iterating weekly based on user feedback and engagement metrics.
- **Cross-Discipline Execution:** Operated across design, code, and product, embodying the autonomy required to validate ideas with minimal resources.

SANDSOFT GAMES | Riyadh / Barcelona (Remote) **Senior Product Manager (New Games & Publishing)** | *2022 – 2023*

- **Opportunity Validation:** Led the sourcing and validation of new game opportunities for the "New Games" division, assessing early prototypes for market potential and scalability.

- **Game Vision:** Managed the external development and global launch of *Pocket Necromancer*, defining the product vision and aligning the external studio with business goals.
- **Marketability:** Conducted early-stage testing (CPI/Retention) to kill or greenlight projects, ensuring resources were focused on titles with potential.

ZEPTOLAB | Barcelona, Spain **Senior Product Manager (Game Lead)** | *2018 – 2022*

- **Hit Creation:** Co-Led the product strategy for *Om Nom Run*, an endless runner that aligns with **Hybrid-Casual** market trends. Defined the roadmap that balanced core gameplay fun with monetization depth.
- **Franchise Reinvention:** Owned the vision for *Cut the Rope Remastered* (Apple Arcade). Translated a classic IP into a modern, polished experience, managing a team of 30+ to deliver on time and quality.
- **Team Leadership:** Acted as the central point of contact for cross-functional teams (Art, Design, Dev), ensuring strong team dynamics and alignment with studio editorial guidelines.
- **LiveOps Transition:** Successfully transitioned titles from launch to "scalable experiences," implementing LiveOps frameworks that sustained **1M+ DAU**.

WOOGA *(Acquired by Playtika)* | Berlin, Germany **Product Manager** | *2017 – 2018*

- **Story-Driven Games:** Managed early-stage feature development for casual narrative games, focusing on retention mechanics and user journey mapping.
- **Iterative Design:** Collaborated with designers to prototype new economy systems, using A/B testing to validate hypotheses before full implementation.

SOCIALPOINT *(Acquired by Take-Two Interactive)* | Barcelona, Spain **Data Scientist (Product Analytics)** | *2016 – 2017*

- **Data-Driven Design:** Used **SQL** and **Python** to analyze player behavior in *Dragon Land*, providing the design team with quantitative insights to fix level difficulty and churn points. **Game Developer & Technical Lead** | *2012 – 2016*
- **Technical Foundation:** Developed core gameplay features in **C++** and Unity for *Dragon City*, giving me a strong understanding of technical feasibility during the concept phase.

Game Developer (C++ & Unity) | *2012 – 2016*

- **Core Gameplay Programming:** Developed core gameplay features and tools in **C++** and **Unity** for massive hits like *Dragon City* (**10M+ DAU**) and *Dragon Land*.
- **Technical Prototyping:** Collaborated directly with game designers to rapidly implement and test new mechanics, ensuring technical feasibility aligned with the creative vision.
- **Engine Optimization:** Contributed to the stability and performance of high-traffic mobile titles, gaining a deep understanding of mobile hardware constraints.

EDUCATION & SKILLS

- **Bachelor of Engineering, Computer Science** | Universitat Politècnica de Catalunya (UPC) | *2007 – 2011*
- **Languages:** English (Professional), Spanish (Native), Catalan (Native).
- **Tech Stack:** Unity, C#, SQL, Python, Jira, Confluence, Amplitude.