



**Datele de contact sunt contra cost. Detalii aici: <https://www.rabota.md/ro/prices/cv>**

# IT Project Manager

## About me

I am an IT Project Manager with 7 years of experience in managing diverse software projects for international and local clients across various industries, including mobile apps, mobile/PC games, web services, biotechnology, web platforms, telecommunications, and the restaurant business.

Fluent in Romanian, Russian, and English (B2), I leverage strong communication and leadership skills to align stakeholders and teams effectively. My soft skills include responsibility, initiative, empathy, result orientation, organization, adaptability, communication, problem-solving, decisiveness, and motivation.

Key Project Management Skills:

- Experienced in Agile (Scrum), SAFe, and LeSS methodologies.
- Knowledgeable in Lean, Extreme Programming, Waterfall, and Prince2 frameworks.
- Proficient in tools such as Bitrix, Trello, Atlassian, Azure DevOps, Monday, and ClickUp.

Core Project Management Techniques: I have hands-on experience with:

- Planning: SMART Goals, Work Breakdown Structure (WBS), Critical Path Method (CPM), and Gantt Charts
- Risk management: Risk Register, Risk Matrix, FMEA, and Root Cause Analysis (RCA) to identify and mitigate issues.
- Prioritization: MoSCoW, RACI Matrix, and Stakeholder Analysis for prioritization and role definition.
- Communication Plans: Kanban Boards, Sprint Planning, and Timeboxing to ensure effective collaboration.
- Continuous improvement: PDCA Cycle, SDLC, Fishbone Diagrams, and Pareto Analysis to enhance project outcomes.

I have delivered over 50 projects, coordinating teams of 30+ people to complete projects on time and within budget. My diverse experience allows me to adapt to project demands and continuously optimize processes for better results.

Additional Skills:

- Marketing: Experience with IronSource, Facebook, TikTok, and Instagram.
- Programming: Basic knowledge of Swift and HTML/CSS.
- Testing: Familiar with combinatorial, functional, compatibility, and regression testing.
- Game Design: Expertise in world, system, content, and level design, UI design, and game monetization strategies.

## Work experience

👤 29 years

♂ Male

📍 Chişinău

💰 3 000 EUR

in

## TOP Skills

- **Project Management** · 6 years
- **Management Processes** · 1 year
- **Communication Skills** · 1 year
- **Positive Work Environment** · 1 year
- **Effective Communication** · 1 year
- **Agile Environment** · 1 year

## Preferences

- Full-time
- In-house
- Hybrid
- Remote

## Languages

- **Romanian** · Native
- **Russian** · Native
- **English** · Fluent

## **IT Project Manager · WelcomeOS**

*October 2023 - Present · 1 year 3 months*

### Key Achievements:

- Led the WelcomeOS project, delivering the MVP on time.
- Enhanced customer satisfaction by implementing a feedback board for insights.
- Optimized resource allocation through clear role processes, saving time and reducing budgets.
- Collaborated with the CTO and Product Owner to develop a leading restaurant management application.
- Fostered cross-team collaboration, improving workflow efficiency and reducing bottlenecks.
- Achieved a 20% increase in productivity through Agile practices and effective communication.

### Responsibilities:

- Managed and prioritized the project backlog for timely feature delivery.
- Delivered daily updates to stakeholders, fostering transparency and swift decision-making.
- Created structured work hierarchies and templates to boost efficiency.
- Implemented a faster onboarding process for new team members.
- Conducted interviews to select top talent, enhancing team performance.
- Refined designs with the design team to align with project goals.
- Led Scrum ceremonies, ensuring adherence to Agile principles.
- Monitored sprint progress with dashboards for early detection of blockers.
- Estimated and prioritized tasks for better predictability.
- Developed a custom story points system for planning.
- Implemented Agile best practices, reducing technical debt and ensuring quality.

### Tools & Methodologies:

- Utilized Slack and ClickUp for communication and project management.
- Employed a customized Scrum methodology tailored to team goals.

**Skills:** Agile Methodology, Certified Scrum Master, Agile Leadership, Agile Project Management, Agile Environment, Effective Communication, Positive Work Environment

## **IT Project Manager · MR Factory**

*May 2023 - August 2024 · 1 year 4 months*

### Overview:

MR Factory specializes in virtual production, 3D photorealistic set design, and multimedia content creation of cinematic quality. Our services encompass the entire production cycle, including pre-production, production, and post-production. We leverage cutting-edge technology for real-time virtual production,

integrating film, photography, and gaming techniques to deliver exceptional visual experiences.

**Key Achievements:**

- Managed an 8-member team of 3D artists, ensuring effective collaboration and high-quality outputs.
- Successfully delivered over 30 photorealistic 3D sets to clients, consistently meeting strict deadlines and quality standards.
- Optimized workflows to streamline virtual set production, reducing turnaround time while preserving artistic integrity.
- Exceeded client expectations, significantly contributing to the success of large-scale virtual production projects.

**Responsibilities:**

- Led and mentored a team of 8 3D artists, fostering collaboration and ensuring high-quality output.
- Oversaw the complete creation and delivery of over 30 virtual sets, adhering to client requirements and deadlines.
- Streamlined production processes to enhance efficiency and reduce delivery times without compromising quality.
- Served as the primary liaison between clients and the 3D team, ensuring alignment on project goals and expectations.
- Ensured all 3D assets met stringent artistic and technical standards prior to delivery.
- Managed task distribution and resource allocation within the team to meet project deadlines.
- Identified and implemented process improvements to enhance team performance and output quality.

**Tools & Methodologies:**

- Utilized Monday for team coordination and task tracking, complemented by regular communication through Telegram, Google Meetings, and Skype.
- Applied Agile principles for iterative project management, ensuring flexibility and continuous delivery of high-quality 3D assets.

**Skills: Management Processes, Communication Skills**

## **IT Project Manager · Novogenia GMBH**

*March 2023 - October 2023 · 8 months*

**Overview:**

The Polygenic Risk Score (PRS) is a high-impact project, aimed at enhancing health analytics through the use of genetic data to inform health decisions. The project is structured into critical phases, including the Proof of Concept (PoC) and the Minimum Viable Product (MVP).

The Energy Bonus Platform (EBP) is another significant project commissioned by the German government, focused on optimizing energy consumption for users. This project similarly follows key phases, with the initial PoC laying the groundwork for future development.

Two teams, comprising a total of eight members, collaborated closely to drive these initiatives forward.

**Key Achievements:**

- Successfully led the Proof of Concept (PoC) phase for the PRS

project, guiding it towards the launch of the Minimum Viable Product (MVP) stage.

- Initiated and managed the PoC phase of the EBP project, laying the foundation for its future development and implementation.
- Managed two teams comprising a total of eight members, ensuring seamless coordination and collaboration.
- Achieved stakeholder approval for project deliverables ahead of schedule, enhancing client satisfaction.
- Reduced project delivery times by 15% through effective resource management and process optimization.
- Implemented a new risk management framework that improved risk identification and mitigation strategies.

Responsibilities:

- Orchestrated Scrum ceremonies, fostering a collaborative and agile work environment.
- Managed backlog and prioritized product and sprint tasks effectively.
- Coordinated deadlines and monitored implementation, identifying risks proactively.
- Provided regular reporting on project status and performance metrics.
- Mentored and coached team members to enhance performance and professional growth.

Tools & Methodologies:

- Proficient in using Teams, Jira, and Confluence for project management.
- Expertise in Agile and Lean methodologies for efficient project delivery.

**Skills: Project Management**

## **IT Project Manager · EnablD**

*January 2022 - February 2023 · 1 year 2 months*

Overview:

EnablD develops a Communications Platform as a Service (CPaaS). Led three teams of 15 members, earning recognition as a Top 5 StartUp in Moldova for 2022 and expanding the client base.

Key Achievements:

- Integrated Agile principles, fostering continuous improvement.
- Created a tracking system that enhanced project visibility and efficiency.
- Introduced data analysis methodologies for informed decision-making.
- Developed a Key Performance Indicator (KPI) system to measure team performance.
- Established stable project life cycles, improving timelines and quality.
- Decentralized decision-making, empowering team leaders.
- Developed a milestone tracking system for timely feature releases.
- Designed a time reporting system for accurate cost assessment.

- Contributed to successful and timely project releases, boosting client satisfaction.

- Assisted in implementing an Objectives and Key Results (OKR) system for alignment.

Key Responsibilities:

- Led Scrum ceremonies to promote collaboration and Agile adherence.

- Oversaw sprint planning and prioritized backlogs for timely delivery.

- Coordinated timelines and monitored deadlines, addressing delays.

- Collaborated with team leaders to break down project goals into tasks.

- Monitored project status and provided regular stakeholder updates.

- Analyzed development data to identify challenges and improve practices.

- Maintained communication with stakeholders to ensure alignment.

- Introduced Agile practices, coaching team members for better performance.

- Established systems to address project challenges and improve workflow.

- Developed a milestone tracking system for project progress.

- Implemented a new time reporting system for cost assessment.

Tools & Methodologies:

- Utilized Google Meetings, Teams, Azure DevOps, PowerPoint, Product Board, Microsoft Word, and Microsoft Excel, implementing Agile (Scrum) methodologies.

**Skills: Project Management**

## **IT Project Manager · Midnight Works**

*March 2021 - December 2021 · 10 months*

Overview:

Midnight specializes in developing mobile games, primarily within the Mid-Core genre. Managed 5 teams, totaling 19 members. The company achieved notable success with several titles, including Top 5 Race Games and Top 50 Simulator Games in the USA charts, as well as five projects that achieved ROI within the first five days of release.

Key Achievements:

- Top 5 Race Game in USA charts: Hashiriya Drifter, generating \$200k monthly.

- Top 50 Simulator Game in USA charts: Cop Watch Simulator, generating \$50k monthly.

- Developed five projects with ROI achieved within the first 5 days post-launch.

- Delivered Firefighting Squad, earning \$6k monthly.

- Successfully managed multiple projects in various stages of development.

Key Responsibilities:

- Developed and adapted project strategies in collaboration with

the team.

- Managed deadlines and ensured timely delivery of projects.
- Decomposed products into components and assigned tasks to team members.
- Prepared technical tasks and ensured clear workflows for all teams.
- Fostered transparent communication across teams and stakeholders.
- Made key process and team-related decisions.
- Prioritized tasks and tracked the progress of all ongoing projects.
- Trained and evaluated managers and key development staff.

Tools & Methodologies:

- Utilized Slack, Trello, Atlassian, Microsoft Word, and Excel for project management. Employed Lean and Extreme Programming methodologies to optimize development and project delivery.

**Skills: Project Management**

## **IT Project Manager · Unifun**

*September 2020 - March 2021 · 6 months*

Overview:

Successfully led an 8-member team in post-release product development, focusing on continuous improvement. The product's income consistently grew with each new release, contributing to overall success and profitability.

Key Achievements:

- Increased product income with each release, demonstrating consistent growth and market reception.
- Played a critical role in improving the product by coordinating with the Project Manager and team to meet evolving business requirements.
- Ensured high team morale and motivation, creating a collaborative and productive work environment.
- Enhanced customer satisfaction through clear communication, managing expectations, and delivering timely reports and demos.

Key Responsibilities:

- Managed project documentation and drafted plans for upcoming milestones.
- Coordinated project deadlines and mitigated risks to ensure timely delivery.
- Worked alongside the Project Manager to break down products into components and delegate tasks effectively.
- Identified required resources and distributed them efficiently within the team.
- Collaborated with the Project Manager to establish a seamless workflow within the team.
- Prioritized tasks and ensured their completion within agreed deadlines.
- Created a transparent communication environment, ensuring clarity among all team members and the client.
- Tracked team satisfaction and addressed any conflicts within

the team and between the client and team.

- Communicated with the customer, managing expectations, presenting progress updates, and showcasing prototypes or demo versions.
- Conducted service testing to ensure the quality of final deliverables.

Tools & Methodologies:

- Utilized Bitrix, Microsoft Word, and Excel for project management.
- Followed Lean methodology to drive efficiency and continuous improvement.

**Skills: Project Management**

## **IT Project Manager** · Media Advertising LP

*November 2016 - July 2020 · 3 years 8 months*

Overview:

Led the development of applications for the App Store, successfully managing three teams totaling 14 members. Achieved over 100 projects with rapid ROI, contributing to the company's growth and reputation in the market.

Key Achievements:

- Successfully launched 100+ applications on the App Store, achieving a fast return on investment for each project.
- Enhanced collaboration among teams, resulting in improved efficiency and timely project delivery.
- Contributed to market analysis efforts, aligning product development with customer needs and trends.

Key Responsibilities:

- Conducted market analysis in collaboration with the Marketing department to identify opportunities and trends.
- Facilitated daily meetings to ensure team alignment and address any challenges.
- Collaborated with the Team Leader to develop and execute comprehensive development and launch plans.
- Managed project documentation and reporting to maintain transparency and track progress.
- Coordinated project deadlines and ensured timely execution through effective communication.
- Broke down projects into components, tasks, and subtasks, assigning responsibilities to team members.
- Monitored project implementation, performed risk analysis, and addressed potential issues.
- Organized teamwork around specific tasks to maximize productivity and efficiency.
- Tracked project status and task progress, ensuring alignment with deadlines and objectives.
- Ensured product quality through thorough testing and version control processes.
- Created in-app purchases and managed the submission process for the App Store.
- Compiled App Store Optimization (ASO) strategies to improve app visibility and downloads.

Tools & Methodologies:

- Utilized Jira, Skype, Figma, Microsoft Word, and Excel for project management and collaboration.
- Followed Waterfall methodology to ensure structured and sequential project development.

Skills: Project Management

## **Desired industry**

- IT, Tech

## **Education: Higher**

### **Universtitatea Pedagogica Ion Creanga**

*Graduated in: 2020*

Faculty: Psihologie

Speciality: Psihologie Generala