Valentyn Barmak

PROJECT / PRODUCT MANAGER

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SUMMARY

I help products to find the best path and people to implement solutions efficiently by taking responsibility for business and product success.

I apply my knowledge from 5+ years of experience working as a Manager in a dynamic environment and 9+ years of work experience in the IT. I am a winner, who stand for innovation, high quality, smart processes, courage, dedication, and enthusiasm. I demonstrate flexibility, strong analytical skills, independent thinking, and I am thrilled to make a great impact.

AREAS OF EXPERTISE

- ✓ Project/Product management
- ✓ Processes improvement
- ✓ Portfolio Management
- ✓ Agile methods: Scrum, Kanban
- ✓ Knowledge Mgmt and Tools
- ✓ JIRA, Confluence, Google services

CAREER HISTORY

PROJECT MANAGER / PORTFOLIO MANAGER / RELEASE MANAGER
Aeria Games GmbH (201-500 employees)
May 2014 – Oct 2015 (1 year 6 months) | Berlin, Germany
The Company is an online game publisher, a subsidiary of ProSiebenSat.

- Prepared executable backlog items and ensured their prioritization
- Successfully facilitated multinational product teams
- Successfully implemented Agile processes in multi-functional environment
- Coordinated deliverables and dependencies with the heads from different departments and all other stakeholders
- Developed roadmaps for launching of new products
- Ran administrative tasks, reporting, facilitated strategic initiatives across teams/departments
- Researched, identified and prioritized potential improvements (e.g. A/B testing providers, project management software, etc.) and created automated tools
- Designed and introduced new processes via presentations

PROJECT MANAGER / PRODUCER
Software MacKiev (201-500 employees)
June 2011 – February 2014 (2 years 9 months) | Kiev, Ukraine – Boston, U.S.
The Company is specialized in consumer and educational software development and publishing for Macintosh, Windows, and mobile platforms. Headquartered in Boston, Massachusetts, Software MacKiev has its main workshop in Kiev, Ukraine.

- As a Product Owner, I ensured user-centered design, demonstrated good feeling for the latest trends, created simple and intuitive user experiences
- My product was moved to the Top Apps on the Mac App Store
- Successfully managed multiple projects, defined scope, assessed resources, created plans and communicated at all levels
- Facilitated multiple project teams to success with up to 20 professionals through all project life cycle starting with marketing proposal writing
- Improved teams' performance by introducing new Agile approaches and optimized processes
- Built and supported excellent professional relations with all external partners as a single representative of the project teams

PROJECT MANAGER / CO-FOUNDER
Bureau of ideas (21-50 employees) | *Kiev, Ukraine*
July 2009 – June 2011 (2 years)

The Company is providing services in graphic design, consumer and corporate branding, web and multimedia for leading corporations.

- Increased efficiency of the company while managing full cycle of the largest projects of the company
- Delivered the mobile product that increased the company's growth by securing new partners, consulting engagements and by delivering new projects
- Negotiated the scope, budget, and contract details with the customers
- Managed finances to ensure organization's financial profitability

DATA CAPTURE PRODUCTS **LICENSING MANAGER**
ABBYY (501-1000 employees)
February 2008 – July 2009 (1 year 6 months) | *Kiev, Ukraine*

ABBYY is a world leader in optical character recognition (OCR), document capture and form processing, linguistic technologies, and translation services.

- Provided B2B sales and tech consulting in Eastern Europe and Mediterranean
- Participated in obtaining and retaining of the corporate partners
- Performed licensing process for the corporate DataCapture products

WEB DESIGNER, FLASH DEVELOPER, ENTRERPRENEUR
December 2005 – February 2008 (2 years 3 months) | *Kiev, Ukraine*

- Designed and developed web products for customers all around the world
- Created Flash animation and ActionScript programming for SaaS startups
- Developed, customized, and localized various online products
- Ran own web agency

KEY COMPETENCIES

PROFESSIONAL ABILITIES:

- Delivering projects scope in the overall program strategy
- Accurately identifying clients' key requirements and demonstrating superb customer facing skills
- Effectively applying methodologies and project management standards
- Leading projects through uncertainty and change to success
- Able to operate under pressure and deliver to demanding deadlines
- Able to self start own improvement initiatives

COMPUTERS:

- Mac OS X and Windows, Android, iOS, MS Office, Jira + plug-ins, Confluence, online services for project management, gDocs, custom systems and portals
- Advanced Photoshop, Illustrator, Flash, Dreamweaver;
- Programming: ActionScript (2.0), JavaScript, PHP, HTML, CSS, XML.

LANGUAGES:

- **English** fluent; German beginner (A2); Russian and Ukrainian native

EDUCATION

2002 – 2008   **National Technical University** of Ukraine 'Kyiv Polytechnic Institute'
Electric Engineering and Automation faculty; Electric power plants engineer;
Bachelor; Specialist. Among the best students.

2005 – 2007   **International University of Finance**, Ukraine, Kiev
Management and Finance faculty; Management of organizations; Bachelor.

2000 – 2002   Kiev Technical Lyceum, Ukraine
Specialism in Economics. School-leaving qualification: general qualification for university entrance. Among the best students.

1992 – 2000   Specialized school № 301 in-depth study of English, Ukraine, Kiev
Finished with all top marks. Additional course: Business English.