

SAVELII BRAGA

Manager

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EXPERIENCE

Senior Product Manager– Jan 2024 - Present

SARD Anti-cheat – Yerevan, Armenia

- Led the transformation of Anti-cheat product to support rising number of integration working under different regulations
- Gathered insights from publishers and game developers, conducted user research and established strategy for the platform to reach mobile market
- Led a cross-functional team of engineers, marketers, and designers, by providing product requirements and running agile ceremonies.
- Streamlined new game integration process, reducing time by 50% and decreasing developer involvement by 80%
- Conducted user-research and designed new features in realms of AI, Behavioural analysis and Community Management

Product Manager (part-time contract) – Jan 2024 - June 2024

Creta – Remote

- Defined the product direction and ensured platform operability for desktop, mobile, and web games. Launched the MVP functionality
- Led user research using JTBD framework, refining insights and decreasing MVP scope and delivery time by 30%.
- Transitioned the platform from pitching phase to launch phase, aligning cross-platform functionality.
- Designed identity functionality to integrate with traditional and web3 identity systems

Technical Producer / Product Manager – Apr 2022 - Jan 2024

Saber Interactive – Yerevan, Armenia

- Created a strategy for Game Services department in development of new features supporting releases and live operations of Saber Interactive and partner studio titles
- Led the development of online services at Saber Interactive by conducting user research, establishing roadmap, preparing requirement documentation and directly overseeing work of 7 managers.
- Transformed workflows and pipelines of the Game Services team to adapt to the rising number of integrations
- Designed and drove the development of multiple services including their API, SDK implementation and UX for admin and player portals
- Established a clear roadmap for data platform development to empower analytics teams by unifying data from different sources.
- Ensured that both backend platform and prismray.io are compliant with console platforms and national regulations

Technical Producer – Nov 2020 – Apr 2022

Saber Interactive – Saint-Petersburg, Russia

- Helped department lead with feature prioritisation, creating robust data-driven prioritisation pipeline, which reduced average meeting time of a developer by 20%, while still providing clear timeline for game projects
- Collaborated with the automation testing team on a set of tools for automated testing during CI/CD and data retrieval in UE5 and Unity. This toolset was adopted by 6 teams using UE5 in partner studios replacing external solutions
- Automated management pipelines: Jira automation development (automated data retrieval, custom JIRA-filtering functions), created PowerBI models to find bottlenecks in team processes. Using this toolset increased multiple team effectiveness by 20% average in 3 months

Manager, Gaming – Oct 2017 – Sep 2020

ITMO University – Saint-Petersburg, Russia

- Established a global strategy for the esports and gaming department in ITMO university raising the internal audience from initial 10 people to 5000 in 2 years.
- Formed cross-functional (team managers, artists, developers) and coordinated their work
- Managed partnerships resulting in club being the first student esports club to get sponsorship contract
- Led the development of services and tools supporting local esports scene and national student championship: tournament platform, discord community bots, game-platform identity systems integration
- Led "esports classes" project as an answer to COVID-19 that successfully replaced on-site sport classes at university resulting in 70% participation and ~2.5 million coverage in media

EDUCATION

MASTERS OF ENGINEERING – Sep 2017 – Aug 2019

ITMO University, Robotics, and Automation Engineering

BACHELOR OF ENGINEERING – Sep 2013 – Aug 2017

ITMO University, Robotics, and Automation Engineering

SKILLS

Core
Market research, User Research and segmentation, JTBD Framework, Backlog prioritisation, Roadmapping, Pipeline optimization, UX Interview, Budgeting, Business analysis, BPM, UML, Event storming, Stakeholder Management, Cross-functional Team Leadership, Scrum rituals, Documentation, Game Compliance (TCR, XR)

Programming and analytics
C#, JavaScript, Python, CI/CD, Jira Automation, SQL, PowerBI, Pandas, JSON, XML, Unity, Unreal Engine 5, Godot, Cocos 3d
