*A junior project manager with a passion for agile. I am a team player with strong analytical skills that is always looking for a new challenging opportunity. 9 to 5 mentality is not in my dictionary.*

 **Curriculum Vitae**

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| --- | --- |
| 🚹 | Alexander Shijan |
| 🏳 | Nationality: Dutch |
| 🏘 | Ehrlichstraat 121221JB Hilversum |
| ✆ | (+31)06-2212-8866 |
| 🖂 | alexander.shijan@gmail.com |
| Linkedin icon | [LinkedIN](https://www.linkedin.com/in/alexander-shijan-ab4733185/) |
| 🗁 | [Portfolio](http://alexshijan.weebly.com) |

**Skills**

|  |  |
| --- | --- |
| Agile and Scum | ★★★★★ |
| Communication | ★★★★★ |
| Teamwork | ★★★★★ |
| Analytical Skills | ★★★★★ |

**Software**

|  |  |
| --- | --- |
| Microsoft Office  | ★★★★★ |
| Microsoft Project | ★★★★★ |
| Jira | ★★★★★ |
| Perforce | ★★★★★ |
| Unity | ★★★★★ |
| Unreal Engine 4 | ★★★★★ |

**Languages**

|  |  |
| --- | --- |
| English | ★★★★★ |
| Dutch | ★★★★★ |
| Russian | ★★★★★ |

 **My Qualities**



**Education**

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| --- | --- |
| 2011-2018 | Bachelor Game Architecture and Design Breda University of Applied Sciences (BUAS) |

**Professional Experiences**

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| --- | --- |
| 2017 -2016 | Assistant Project Manager InternshipBreda University of Applied Sciences(BUAS)* Assisting with supervision of 3-4 student projects, between 7 to 18 people each working with Ubisoft IPs.
* Collaborated with clients to understand business problems and convert them into requirements.
* Prepared and conducted workshops to help promote Agile methodologies.
* Coached students to ensure their project is on schedule.
* Organized weekly meetings and daily stand ups, taking meeting minutes.
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| 2016 -2015 | Team LeadGrip Combat Racing (BUAS Client Project)* Collaborated with stakeholders to insure milestones are met.
* Created sprint plans with input from the team through poker planning.
* Used Agile Methods to promote disciplined and efficient workflow.
* Maintained positive atmosphere and motivated team members.
* Managed version control through Perforce P4V.
* Helped play test levels and offered feedback.
* Ensured BUAS staff was up to date on project status.
* Engaged students from another study to produce a marketing proposal.
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| 2015-2014 | Design LeadTerritory RTS (BUAS Student Project)* Updated and iterated on design documentation.
* Ensured genre design conventions were adhered to.
* Designed levels using Unity through an iterative process.
* Used Jira for bug testing and reporting.
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| 2013 | Gameplay DesignerProject Moonscrapers (BUAS Student Project)* Maintained and updated design documentation.
* Engaged in iterative balancing to ensure engaging game play.
* Recorded and directed a voice actor.
* Operated a showcase booth at Gamescom in Köln.
* Conducted bug testing and quality assurance.
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| 2012-2011 | English Conversation TeacherVolksuniversiteit Laren* Offered English conversation and writing practice for those wanting to improve their communication skills.
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 Hobbies: Tennis, Swimming, Video Games and Cooking.