*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**

|  |  |
| --- | --- |
| 🚹 | Alexander Shijan |
| 🏳 | Nationality: Dutch |
| 🏘 | Ehrlichstraat 12  1221JB Hilversum |
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| 🖂 | 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**

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

**Professional Experiences**

|  |  |
| --- | --- |
| 2017 -  2016 | Assistant Project Manager Internship  Breda 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. |
| 2016 -  2015 | Team Lead  Grip 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. |
| 2015-  2014 | Design Lead  Territory 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. |
| 2013 | Gameplay Designer  Project 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. |
| 2012-  2011 | English Conversation Teacher  Volksuniversiteit Laren   * Offered English conversation and writing practice for those wanting to improve their communication skills. |

Hobbies: Tennis, Swimming, Video Games and Cooking.