



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
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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

MULTITASKER
 CRITICAL THINKER
 DETAIL ORIENTED
 HONEST
 TEAM PLAYER
 PASSIONATE

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.