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**REYNALDO
VARGAS**
Certified Scrum Product Owner

Experience

Associate Product Manager at Houghton Mifflin Harcourt

September 2016 – Current

Main Products:

MATH 180 – blended learning program math program used by over 50,000 students

Math Inventory – universal math screener used by over 1,000,000 students

- Lead multiple cross-functional teams in definition, design, and execution of digital products.
- Drive engineering and QA using Agile Scrum (CSPO), including prioritization, story writing, sizing, and testing plans (using ATDD).
- Develop seamless, consistent, and intuitive user experiences for teachers and students. Leverage customer data and feedback to iterate on and improve existing components.
- Maintain aggressive release schedule amidst conflicting business priorities and ambiguous strategic direction.

Production & Volunteer Coordinator at IndieCade

January 2015 – Current

Recruited, screened, managed, trained and supervised upwards of 150 volunteers for IndieCade Events. Assisted in on-site event management & logistics for IndieCade East 2015 & 2016, IndieCade @ E3 2015, and IndieCade Festival 2015.

Game Design Instructor at Long Island University - Brooklyn

August 2012 – August 2016

Developed and implemented lesson plans for students ranging from the age of 6 - 14 focusing on game design and programming logic fundamentals during the summer camp at Long Island University. Taught tools such as Gamestar Mechanic and Scratch. Screened, evaluated additional game design instructors for the summer camp.

Game Designer & Producer at Nevernaut Games

December 2012 - March 2014

Assisted in initial game design for *Slash Dash*. Developed and implemented solutions to UX/UI problems (cooldown circle, teleporting and score). Kept team on task using Trello/Basecamp. Left team to pursue MFA. *Slash Dash* was released on Xbox One in July 2015.

Education

Masters of Fine Arts in Game Design

May 2016

New York University Tisch School of the Arts (NYU Game Center)

Bachelors of Arts in Power and Pedagogy

January 2014

New York University Gallatin School of Interdisciplinary Studies

Skills

Agile (Scrum & Kanban), Product Strategy, Team management strategies, Slack, Trello, JIRA, confluence, Tableau, Adobe Creative Cloud Suite, documentation, Key Performance Indicators (Burndown, Story points), A/B testing, User Story development, Backlog grooming, Acceptance Test driven design, game design, event production and logistics