

REYNALDO VARGAS

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EXPERIENCE

Houghton Mifflin Harcourt, Product Manager - *MATH 180* SEP 2016 - PRESENT

- Drive product strategy and develop business cases to move from perpetual to SaaS
- Evaluate market and product fit through competitor analysis and customer needs
- Collaborate with stakeholders to manage product scope and timeline
- Manage product lifecycle
- Study customer and revenue data to determine new features
- Act as product owner to prioritize and develop requirements for design and engineering teams

Children's Academy at LIU, Game Design Instructor Summer 2012 - Summer 2019

- Taught 5th to 8th graders game development using Scratch
- Focused on the fundamentals of programming and game design
- Students leave the camp with a finished maze/action game

Nevernaut Games, Game Designer & Producer NOV 2012 - FEB 2014

- Developed SlashDash, a 2v2 couch co-op capture the flag game with ninjas.
- Eventually released on the Xbox One in July 2015
- Worked on initial design and project management

EDUCATION

MFA in Game Design, Game Center at New York University MAY 2016

- Notable works: MetMusic (Met's digital showcase), Beautiful Ugly (art game about digital ephemerality)

BA in Power and Pedagogy, NYU Gallatin MAY 2014

- Studied epistemology and critical theory on access to knowledge
- Developed SlashDash (XboxOne, 2015) in "Intro to Modding" with Instructor Kevin Cancienne

Additional Experience

- Adjunct Professor for Serious and Subversive Games at Pratt Institute (*Fall 2019*)
- Social and Civics Issues Conference Chair for Games for Change (*2019*)
- Game Devs of Color Expo – Coordinator (*Summer 2018, 2019, 2020*)
- Festival Chair for IndieCade East (*2018*)

SKILLS

Product Management (Market analysis, prioritization, vision, strategy, roadmapping), Pragmatic Marketing (PMC - III), Certified Scrum Product Owner (CSPO), Understanding of EdTech Landscape, collaboration, programming (Unity, Phaser, P5JS, technically literate), requirements writing, wireframing, Adobe Creative Suite