

REYNALDO VARGAS

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WORK EXPERIENCE

Amplify Education, *Digital Product Manager - Amplify Math* AUG 2020 - PRESENT

- Drive product strategy on digital components
- Evaluate market/product fit through competitor analysis and user interviews and user testing
- Support sales and product development on product and features developed
- Study customer data and create visualizations for product team
- Develop vision for various digital components to Amplify Math and the core Amplify platform

Houghton Mifflin Harcourt, *Product Manager - Math 180* SEP 2016 - JUL 2020

- Drive product strategy, develop business cases to move from perpetual to SaaS
- Evaluate Market/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 at the end of the week.

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 until leaving the company for graduate school.

EDUCATION

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

BFA in Power and Pedagogy, NYU Gallatin MAY 2014

MISC. EXPERIENCE

- *Adjunct Professor* for Serious and Subversive Games at Pratt Institute (*Fall 2019, Fall 2020*)
- *Conference Chair* for Social and Civics track for Games for Change (*2019*)
- *Docent Coordinator* for Game Devs of Color Expo (*Summer 2018, 2019, 2020, 2021*)
- *Festival Chair* for IndieCade East (*2018*)

SKILLS

Product management (Market analysis, prioritization, vision, strategy, roadmapping), Pragmatic Marketing (PMC - II), Certified Scrum Product Owner (CSPO) , Understanding of edtech landscape, collaboration, programming (Unity, Phaser, P5JS; technically literate), requirements writing, wireframing, Adobe Creative Suite, Data visualization (tableau, looker)