

Ata Alqadi

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Producer & Product Owner (PSPO I)

I am a product owner and a producer with over 9 years of experience in both games and online apps. My technical and engineering backgrounds are key to my ability to work closely with technical and creative personnel, to keep everything moving smoothly, and to ensure that the results meet the highest standards.

“Ata’s drive to moving tasks from "in progress" to "done" is a force to be reckoned with in any project. With deep experience from multiple fields, he is able to juggle any number of tasks and processes to completion. With Ata onboard, deadlines get met and products released.”

~ Johan Peitz, Producer at Ghost Games EA

Certificates

- Professional Scrum Product Owner (PSPO I).

Skills

- Backlog management, JIRA administration, customization, and workflow optimization.
- Release planning, team capacity calculation, and sprint management.
- Risk management, Identifying bottlenecks in the process and proposing solutions.
- Fast prototyping and idea validation.
- Arabic localization.

Employment History

Funrock Development AB

Stockholm, Sweden

Producer

March 2017 - Present

- Working closely with team leaders to ensure cooperation, coordination and proper understanding of the requirements to deliver the highest quality possible of the product within the given timeline.
- Providing a smooth workflow and optimising the development process to fully utilise the teams potential and capacity.
- Maintaining and owning the JIRA backlog and release schedule.

Free Lunch Design AB / Palringo

Gothenburg, Sweden

Producer

August 2014 -February 2017

- Acting as a liaison between the development staff and the executive staff.

- Developing and maintaining schedules and ensuring timely execution of deliverables.
- Drafting plans for promotions and upgrades.
- Overseeing creative and technical development of the games and bots.
- Scheduling timely quality assurance and testing, and arranging for beta testing and focus groups.
- Localisation, Right-to-Left design and UX design to support Palringo Arabic users.
- Design and develop ideas to integrate our games with Palringo App and platform.
- Release management and process optimisation.

Palringo Ltd

Amman, Jordan

Project Manager / Game Producer

December 2013 - August 2014

- Managing external games development and delivery.
- Hands-on in the region with partners to optimise the delivery of games against the agreed road map.

Madvillage Entertainment

Amman, Jordan

Development Lead / Co-Founder

March 2012 - December 2013

- Building and designing marketing and promotional mobile and web games.
- Building a 2D multi-platform and social-enabled games framework.
- Deployment and Infrastructure Operations.
- Business Development and opportunity acquisition.

Benu Technologies

Amman, Jordan

Development Lead / Co-Founder

December 2008 - February 2012

- Web applications, CMS and portal development.
- Extensive web games development.

Projects

Etihad Al Abtal (Union of Heroes)

Technical Producer

March 2017 - Present

- Technical Production, release and delivery management
- Localisation and Translation management.

Link: <http://www.etihadalabtal.com/>

Hero Squad (Chat game)

Producer

June 2016 - February 2017

- Game Production and Project Management.
- Idea design and development.
- Right-to-Left/Arabic UI/UX design.

- Localisation and Translation management.
- Interface development (HTML5, CSS3, and Javascript)

Link: <https://www.palringo.com/en/gb/store/details/hero-squad-bot-p980>

Balloony Land

Internal Producer

August 2014 - August 2015

- Game Production and Project Management from the Palringo side.
- Designing social features for Palringo community (e.g gifting system and community events).
- Right-to-Left/Arabic UI/UX design.
- Localisation and Translation management.

Shibshib War (Published by Palringo)

Internal Producer

January 2014 - August 2014

- Project Management from the Palringo side.
- SDK Integration management and support.

FLD Legacy games: Icy Tower Retro, Icy Tower 2 and Dark Nebula Ep.1

Localisation and Update-project manager

September 2015 - October 2016

- Localisation and Translation management and Updating the games to support Palringo platform integration.

Ali & Ayah

Producer & Developer

September 2013 - January 2014

- Game Production and Development.

Link: <https://play.google.com/store/apps/details?id=air.jo.dot.aliandayah&hl=en>

Technologies

- Atlassian JIRA and Confluence.
- Python, Django, and Django REST framework.
- HTML5, Javascript, jQuery and CSS3.
- PHP, MySQL, Wordpress themes and plugins development.

Education

Bachelors of Computer Engineering.
Princess Sumaya University for Technology, Amman, Jordan

Graduated March, 2008

Languages

English (Fluent), Arabic (Native), and Swedish (Basic).