

Ata Alqadi

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Product Owner, Producer and Social Experience/Game-as-a-service Designer with 10+ years of technical production, project delivery, Agile project management, programming, social experience design, and UX design experience. Seeking to leverage my proven skills to effectively fill in a Product Owner, Producer, Project Manager or relevant Game-as-a-service position at your company. Certified as a Professional Scrum Product Owner (PSPO I).

Experience

Avalanche Studios | Social Experience Designer / Experienced UI/UX Developer

Stockholm, Sweden | Since October 2017

Projects worked on: **Rage 2, Rise of the Ghosts DLC**

FunRock | Producer

Stockholm, Sweden | March 2017 - August 2017

Palringo / Free Lunch Design | Producer / Product Owner

Gothenburg, Sweden | December 2013 - February 2017

Madvillage Entertainment | Producer, Development Lead & Co-Founder

Amman, Jordan | March 2012 - November 2013

Skills

- Backlog management and JIRA administration.
- Delivery management, release planning and sprint management.
- Social User Experience design.
- UI/UX Research.
- Wire-framing and usage flow design (Adobe XD, InVision)
- Programming (C++, Python, Javascript, AS3, HTML5, Adobe Flash, Scaleform)
- Arabic localization.

Education & Certification

Princess Sumaya University for Technology | Bachelors of Computer Engineering

Amman, Jordan | Graduated March, 2008

Professional Scrum Product Owner (PSPO I) | Scrum.org

July, 2017

Languages

Fluent in English and Arabic, with basic level in Swedish