Aleksandr Gaidukov

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Project Manager with more than 10 years of experience in software development. Has experience leading cross-functional teams on all stages of the product: from concept and MVP to LiveOps evolution of the product. Proven ability to manage resources, implement agile processes into the development of software, establish communication with stakeholders and between dedicated teams, and deliver regular releases. Has a proven track record in analytics and data-driven decision-making. Proud of the teams, which managed to gather and lead during the career and products those teams have delivered.

Professional Experience

Dizzaract, Farcana
Project Manager, from August 2024
- Designed, implemented and supported delivery pipelines, to smooth the processes of developing the game content and achieve the milestone goal of releasing in the Epic Game Store for public test
- Reorganized and prioritized existing backlog of features and developed a roadmap to set team's priorities and measure capabilities
- Supported cross-division communication to be ensured, that everyone share the same vision and information
- Established workflow for newly founded analytics team, set goals and milestones, composed technical specifications for collected metrics and dashboards
- Processed the collaboration with outsource partners to launch a supporting application with AI agent

Logical, part-time consulting
Project Manager, December 2023 – September 2024
- Optimized data flow and outsourced development of multiple users platform for continuous workflow in a field of food production
- Processed the collaboration with marketing partners to get new B2B customers

Akvelon, outsource development
Project Manager, June 2022 – October 2023
- Managed a distributed, multinational team of 50 professionals and guided establishing of several teams to meet specific client needs, boosting client satisfaction, leading the company to new opportunities
- Implemented more than 10 technology training initiatives for employees to get new skills, based on the analysis and utilization of the company's historical business opportunities data, resulting in enhancement of the ability to react to the market's demands
- Complemented those initiatives with launching an internal portal for getting tasks and tracking the progress, which established a consistent employees' skills improvement process

8th Bridge, b2b software
Co-Founder / Project Manager, January 2020 – June 2022
- Recruited the team, which expanded up to 10 members, established the agile development process and leaded the process of the delivery of the product to meet the expectations of the stakeholders
- Due to the pandemic, successfully transitioned the team to a remote work environment, this transformation didn't affect the planned MVP, delivered to client in the expected time frame
- As a leader of a team, handled the delivery and next support of 2 projects to our customers:
  - Web module for inspecting and interacting with 3D BIM models - was integrated into customer's system and is used by hundreds of professionals on daily basis
  - SaaS editor dedicated for creating deeply interrelated schemes in different notations (e.g. BPMN)
- For the smooth delivery of those complex software projects I've collaborated with customers to figure out the business needs and compose the specification, developed roadmap, lead scrum ceremonies, facilitated the technical discussions and decisions of the team, evaluated and planned the budget and managed the resources of the development process, worked with UI design specialist to settle UI/UX of the products, defined the goals and iterations, coordinated the integration with the team on partner's side

Social Quantum, Megapolis
Lead Game Designer / Product Owner, March 2017 – December 2019
- Managed the distributed team of 5 game designers, coordinated their work with development departments
- Was responsible for the creation of the new features through all the steps of production: concept, prototype, documentation, designing UI, development, LiveOps and delivered several big game updates to production
- The overall result of those updates were: 5% increase of 1-day Retention and 1% increase of 7-day Retention, 5% increase of the Revenue and players engagement

Lead QA, June 2014 – March 2017
- Hired, trained and managed a team of six people without any previous QA experience

Additional Skills

- Management experience: Agile, Scrum, People Management, Cross Functional Team Management, Remote Teams
- Management related tools: Asana, Clickup, Jira, Confluence, Miro, Notion, Figma, Gitlab, Tableau, ClickHouse
- Non-commercial experience: Python, SQL, Arduino, Linux
- Languages: English (C1), Serbian (A1), Russian

Education

Ivanovo State Power University, Russia, Computer Science Department

- Master's Degree in Computer Science (2010-2016)
- Additional Degree in English Translator for Business Communications (2010 - 2015)