

## TECHNICAL PROJECT MANAGER

*Cross-Functional Delivery · Technical Production · External Partnerships*

Technical Project Manager with 10+ years of experience coordinating complex projects across technical, creative, and multidisciplinary environments. Background spanning project management, production planning, technical implementation, external partnerships, and team coordination, with a strong ability to translate high-level objectives into actionable plans and deliverables.

Experienced in managing dependencies, identifying risks, establishing production processes, coordinating internal and external contributors, and communicating progress to leadership and stakeholders. Particularly effective in environments where technical understanding, autonomy, clear communication, and adaptability are essential to moving projects forward.

### PROJECT & DELIVERY MANAGEMENT

Planning · Scheduling · Milestones ·  
Scope · Dependencies · Risk  
Management

### CROSS-FUNCTIONAL LEADERSHIP

Engineering · Design ·  
Art/Creative · QA · External  
Partners · Stakeholders

### PROCESS & OPERATIONS

Workflow Design ·  
Documentation · Reporting ·  
OKRs · Continuous  
Improvement

### PARTNER MANAGEMENT

Vendor Coordination · External  
Contributors · Client  
Communication · Scope Alignment

### TECHNICAL

Unity · Unreal · Python ·  
Houdini · Scripting ·  
Technical Pipelines

### TOOLS

Jira · Atlassian · Google  
Workspace · Airtable · Kanban

## EXPERIENCE

2022 - 2026 | **LEAD PROJECT MANAGER & TECHNICAL DESIGN PRODUCER · CYNAPS ARTS**

- Led cross-functional project delivery across design, engineering, art, and external contributors, translating strategic objectives into actionable priorities and deliverables.
- Established a weekly planning and reporting cadence, maintaining visibility into priorities, dependencies, risks, and responsibilities across a 10-person organization.
- Coordinated project scope between leadership, design, and engineering, identifying oversized or ambiguous requirements before implementation and restructuring them into manageable deliverables.
- Developed documentation, production standards, and workflows to reduce ambiguity and improve coordination between internal and external teams.
- Managed external contributors and vendors, establishing technical requirements, reviewing deliverables, and resolving quality and integration issues.
- Led development of procedural tooling that reduced production time for certain content by approximately **100x**, significantly increasing scalability and reducing recurring production overhead.

2021 - 2023 | **LEVEL DESIGN & PRODUCTION LEAD · AFTERSCHOOL STUDIO**

- Coordinated delivery of a complete campaign across design, art, scripting, and engineering.
- Planned dependencies and tooling requirements with engineering leadership to align implementation with production schedules.
- Coordinated multiple contributors and maintained visibility of deliverables, priorities, and implementation requirements.
- Developed documentation and production processes to maintain consistency across teams.

## 2020 - 2023 | SELECTED FREELANCE PROJECT MANAGEMENT & PRODUCTION WORK • (SEVEN VOLTS STUDIO | DIVIO S.R.O)

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- Supported multiple organizations with project planning, technical production, documentation, and cross-disciplinary coordination.
- Managed internal and external contributors while balancing scope, schedule, budget, and quality requirements.
- Developed early-stage production structures, roadmaps, and documentation supporting leadership and investor-facing milestones.

## 2017 - 2020 | LEVEL DESIGN & PRODUCTION • MULTIPLE GAME DEVELOPMENT PROJECTS

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- Delivered multiplayer and campaign content across multiple studios, coordinating design, art, engineering, QA, and external contributors.
- Structured and delivered a major vertical-slice milestone in approximately three weeks, coordinating internal and outsourced contributors under an exceptionally compressed schedule.
- Managed external QA and asset-production partners, resolving recurring quality and integration issues and establishing clearer production standards.

## 2014 - 2026 | LIVE SERVICE & COMMUNITY PROJECT MANAGEMENT (Via TEAM LIQUID & ESL Gaming GmbH)

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- Long-term coordination of community-created content within the StarCraft II competitive ecosystem, including contributor management, review processes, QA, documentation, stakeholder coordination, and integration of approved content into official competitive play.
- Managed a 500+ member creator community, establishing review processes, mentoring contributors, resolving conflicts, and maintaining quality and participation across a long-running volunteer ecosystem.

## EDUCATION

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2010 - 2013 | Physics & Astronomy (Undergraduate Studies) • Universidad de la República, Uruguay

2014 - 2016 | International Relations (Undergraduate Studies) • Universidad de la República, Uruguay

2025 | Mandarin Chinese Course 1 (Certificate) • Universidad de Chile, Chile