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Maxim Ivanov

Senior Producer at Wargaming.net, Professional Scrum Master

Summary

More than 10 years experience in IT-related industries including more than 9 years on managerial positions. Results-driven project management: planning, budgeting, design, implementation, testing, integration, and support of created solutions and systems. Highly creative with the strong architecture and design specification skills. Experienced in both outsource and in-house/product development.

Professional certifications:

- The Professional Scrum Master level I (PSM I)
- ICAgile Certified Professional (ICP)

Management tools: Atlassian Jira, Redmine, MS Project

SDLC process frameworks: Agile (Scrum, Kanban), Waterfall

Software types: Web-based applications, Web services, Desktop applications

Key Specialties: Project Management, Change Management, Incident Management, Problem Management, People Management, Access Management, Delivery, Software Development Life Cycle (SDLC), Business Process Optimization, Management Consulting, Program & Portfolio Management, Cost Management, Stakeholder Management, Procurement, Scrum, Kanban, JIRA, Confluence, Jenkins, Git

Courses and online lessons:

Budgeting and Scheduling Projects, LiveLessons ITIL® Foundation Exam by Jill Knapp

Experience

Wargaming

Senior Producer

July 2013 - Present

Ukraine

Responsible for management control and delivery of Wargaming Distribution System projects.

Project management expertise in the creation of project deliverables that are in-line with Stakeholders requirements on time and with the highest quality.

Direct control and management of team members, including other project managers, vendors and external suppliers, to deliver the required project quality and delivery time-frames.

Ensure general administrative and operational processes involving the delivery organization are being supported and executed appropriately.

- Define project scope, deliverables, schedules and tasks list
- Estimate duration and resource requirements
- Facilitate setting of technical, functional and business requirements
- Develop detailed project plans
- Preparation project documentation
- Estimate project terms and inputs, risks and precautions
- Control Quality Assurance
- Track/manage projects from initiation to successful completion
- Resolve project issues, problems, and changes
- Lead projects to overall success
- Planning, coordination and risk management
- Coordinate and manage people resources
- Team management/development
- Determinate all needs for project management and development process
- Achieve business goals

Ciklum

3 years 8 months

Delivery Unit Manager\Project Manager

November 2012 - July 2013 (9 months)

Kiev

Responsible for management control and delivery of Social Media and Content-rich apps Unit.

Project management expertise in the creation of project deliverables that are in-line with Client requirements on time and with the highest quality.

Direct control and management of team members, including other project managers, vendors and external suppliers, to deliver the required project quality, cost and delivery time-frames.

Consultancy work for the clients and teams as well as revenue growth & profitability of the Unit. Ensure general administrative and operational processes involving the delivery organization are being supported and executed appropriately.

Project Manager

December 2009 - November 2012 (3 years)

- Oversee project production schedules and data flow for the projects;
- Arrange/coordinate teams and client\partner meetings;
- Serve as a primary contact point for client\partner;
- Generate weekly status reports and day-to-day team's schedules when needed, supervising project budget and timelines;
- Assist in developing all supplier/vendor quotes and relationships;
- Actively participate in optimization of corporate business processes.

Nikitova LLC

Project Manager for Art Department

April 2007 - December 2009 (2 years 9 months)

- Participation in project scope, schedule and budget negotiations with the customer;
- Oversaw project estimations and staffing;
- Tracked and maintained project expenses against budget;
- Adapted and applied the Client Services approach to meet project objectives;
- Establishes and maintains project communications;
- Established and maintained processes;
- Cooperating with and coordinating other departments over project lifecycle.

Finport Technologies Inc

Project Manager

September 2005 - April 2007 (1 year 8 months)

uStudio design

Project Manager

August 2004 - August 2005 (1 year 1 month)

uStudio

HTML Coder

July 2003 - August 2004 (1 year 2 months)

Education

Kiivs'kij Deržavnij Universitet Tehnologij ta Dizajnu

Bachelor's degree, Business/Managerial Economics · (2000 - 2005)

Liceum №100 "Podil"

· (1995 - 2000)