



AL SINOY

DIGITAL PRODUCER / AGILE COACH

CONTACT INFORMATION

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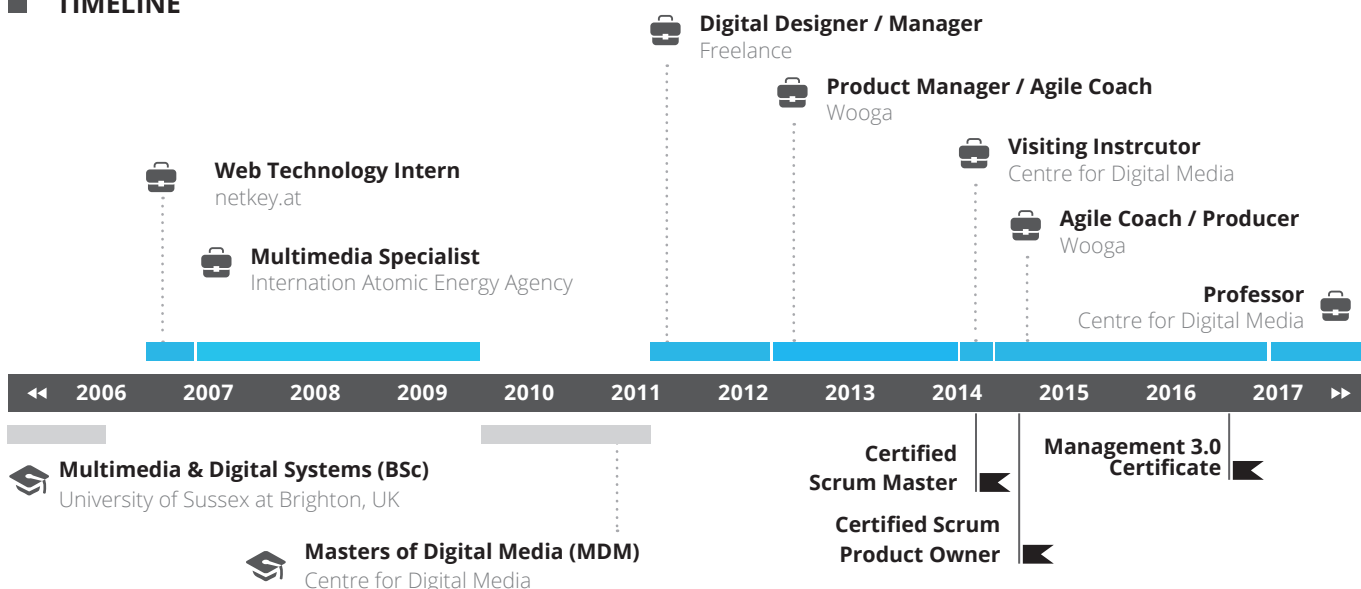
alsino@gmail.com

www.alsinoy.com


Address available upon request

- 5+ years professional experience in agile management for mobile games and apps
- Expert in scrum management; track record of training in industry and university
- Former Product Manager of a top 10 grossing iOS game making more than half of company's revenue
- Natural leader due to diverse technical background and international upbringing

TIMELINE




CAREER HIGHLIGHTS



Jan-April 2014, Jan 2017 - Present Vancouver, BC

Professor @ Centre for Digital Media


Educating and mentoring graduate students of the Master's of Digital Media Program on best agile practices using the Scrum framework and Agile workshops.



Apr 2012 - Dec 2013, Apr 2014 - Dec 2016 Berlin, Germany

Product Manger, Agile Coach , Producer @ Wooga

- **Product Manager** for Diamond Dash iOS
- As one of Wooga's biggest successes, key responsibility was to deliver updates every month to 20+ million active users.
- **Agile Coach** company wide to shape high performing teams by educating on scrum and facilitating team retrospectives.
- **Dedicated Producer** for two projects, primarily as Scrum Master to facilitate key meetings and lead/coordinate teams.



May 2007 - Aug 2009 Vienna, Austria


Multimedia Specialist @ IAEA HQ, United Nations

Primary responsibilities involved web development and multimedia editing for iaea.org. In addition, supported video production team in filming, editing and archiving.

INTERESTS




EDUCATION



Masters of Digital Media (MDM)
Centre for Digital Media, Vancouver, BC

Master's degree in technical management and agile leadership. Jointly awarded by the University of British Columbia, Simon Fraser University, Emily Carr University of Art + Design and the British Columbia Institute of Technology. [GPA = 4.250, Valedictorian] **2009-2011**



Multimedia and Digital Systems BSc
University of Sussex at Brighton. UK

A bachelors degree on multimedia development including programming, electrical engineering, graphic design, video production and 3d modelling. [First Class, Honors] **2003-2006**

LANGUAGES

