
ГЕЙМДЕВ - МЫ ПРО РАДОСТЬ ИЛИ ДЕНЬГИ?

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Why me?

- 8+ years of Project Management in IT
- Certified Scrum Master
- Implemented Agile methodologies from scratch in 3 projects
- Released 3 Platinum Casual Games
- One of only 5+ female Project Managers in Ciklum
- Mentor and tutor at several IT trainings centers teaching young managers and junior developers the art of soft skills
- Speaker at 10+ conferences in 2016
- Proud feminist setting new attitudes for Women in IT



Given:

1. 9 projects are in parallel development
2. Money is received upon producers' approval of a build
3. Golden hour is the most important part of the product
4. Release date is set 1 year prior to the release



Possible options:

Games are not delivered at all.

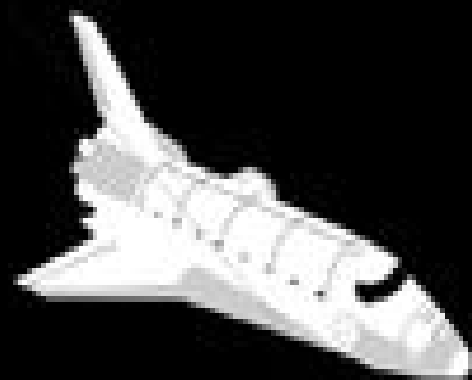
Games are delivered late.

Games are delivered but not paid for.

PM figures things out and handles the situation.

Cost estimation = let's count!

KEEP
CALM



TELL HOUSTON
WE HAVE A PROBLEM

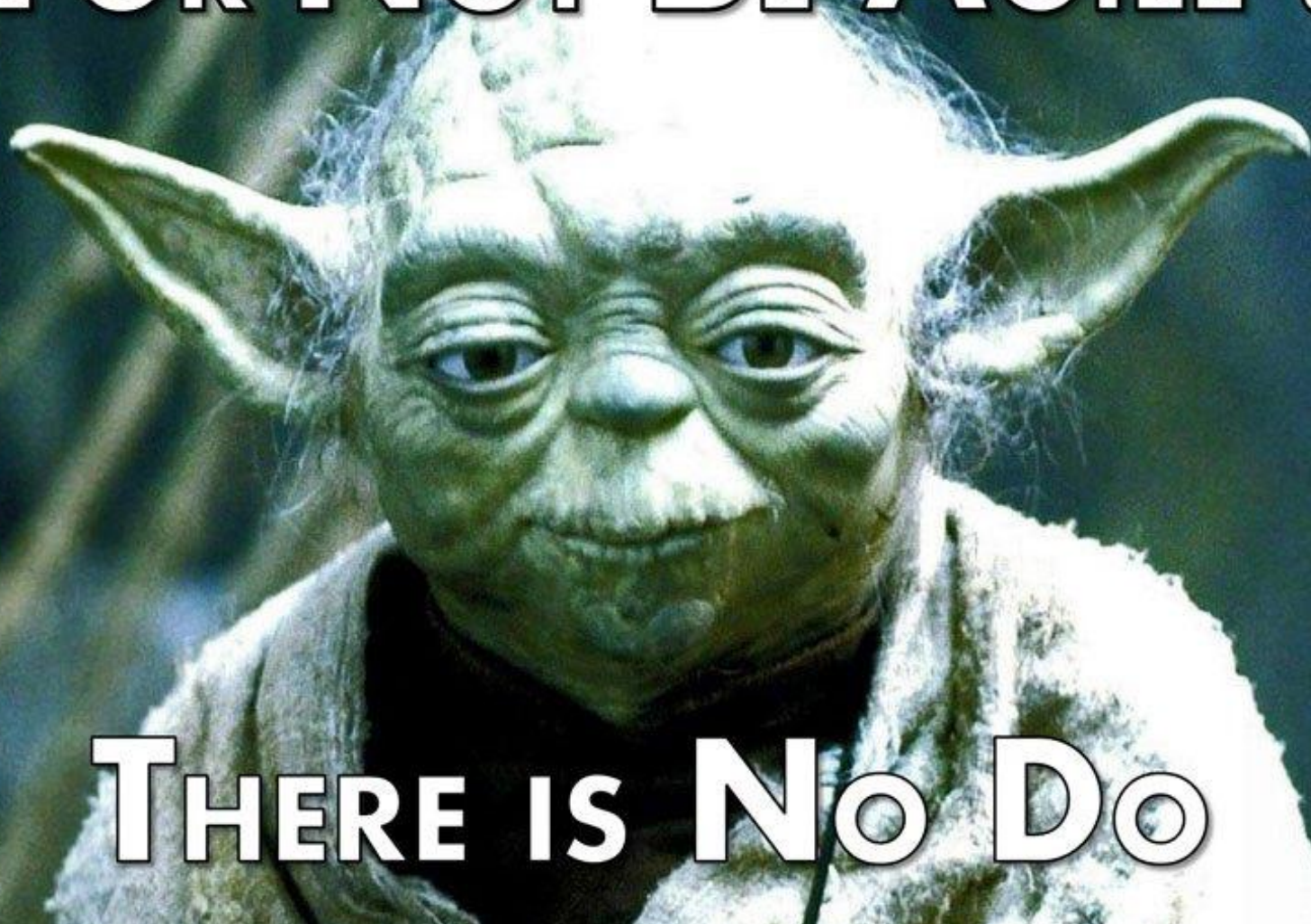
Tools?

1. Risk management
2. Dependency matrix
3. Creative mind
4. P = planning

Results!

1. 3 games received Platinum status
2. 6 out of 9 games released
3. A set of animations and scenes “for the future” is ready
4. A set of characters “for the future” is ready

BE OR NOT BE AGILE ...



THERE IS NO DO

**Thank you and I'm
open for the
questions!**

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