

# ARTHUR TRUSOV, PMP

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## EDUCATION

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### Columbia University

MSc Computer Science, Machine Learning

New York, NY  
Expected May 2026

### Middle Tennessee State University

BSc Interactive Media, Business Administration

Murfreesboro, TN  
May 2022

## WORK EXPERIENCE

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### BARQ!

Product Manager

New York, NY  
Aug 2023 - Present

- Created 30+ concepts in collaboration of 39 developers with, implementing 18 new application features with Kanban
- Increased monthly active users of the mobile application by 35% to concurrently 200,000+ in 5 months
- Optimized efficiency by training developers in Scrum, decreasing product cycle time by 40%
- Reduced 60+ pipeline bottlenecks to keep a consistent timeline of delivering product updates.

### GameFam

Creative Producer

West Hollywood, CA  
Aug 2021 - May 2022

- Designed workflow for a newly formed art and production department, leveraged by 12 developers for 2 new projects
- Onboarded developers optimally, yielding completion of 3 licensed projects ahead of schedule by 2 months
- Coordinated remotely with content creators for marketing promotions, expanding daily active users by 47%
- Applied monetization and market research to boost microtransaction sales 200% over 1 year

Associate Producer

May 2021 – Aug 2021

- Managed 10+ developers. Maintained weekly sprints by scheduling, assignment, and tracking hundreds of tasks
- Proposed 3 product design documents in a collaborative environment of 8 producers
- Orchestrated 4 quality assurance sessions weekly with a mix of 20 volunteers and developers

### Serenity Forge

Producer Internship

Boulder, CO  
Apr 2020 - Aug 2020

- Released 4 video game projects, collaborating with 2 other project managers and 14 developers
- Rebranded X social media account, growing it by 2,500 followers; created a community Discord with 4,200+ users
- Conspired with 3 managers on designing and pitching 5 video and board game design documents for investors

### Roblox

Associate Program Manager

San Mateo, CA  
Mar 2019 - Jun 2019

- Directed teams of 30 to 80 people to conceptualize and complete various projects, including Live-Ops execution
- Spearheaded 2 projects, liaison between departments to ensure tight deadlines of 3 months were met
- Organized emergency 12-hour-long quality assurance sessions 1 week prior to project deadline to resolve 35+ bugs.

Game Designer

Oct 2018 - Mar 2019

- Sculpted 6 3D levels and constructed over 100+ stylized assets for optimized environments in Maya and Substance
- Optimized Lua code for better download speeds by 49 seconds on average, enhancing accessibility to the Kindle Fire
- Strengthened user relationships by reviewing over 900+ feedback submissions, implementing 90+ features and fixes
- Produced 4 prototypes to test feasibility of game concepts with Lua in Roblox, providing design directions

### Electronic Healthcare Systems

Junior Software Engineer

Palm Coast, FL  
Sep 2017 - Jun 2018

- Crafted inventory software from ground-up by porting code from Delphi to C#, employing JavaScript for UI/UX
- Programmed server-side storage, employing Visual Studio and C#, thereby speeding up data retrieval by 80%
- Applied human-centered design, using SQL and Figma achieved an increase in user satisfaction rates by 93%
- Explored back-end by fabricating software with IntelliJ IDE and Java, improving database efficiency by 100%

## SKILLS & CERTIFICATIONS

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**Tools:** Azure, Visual Studio, JIRA, PyTorch, TensorFlow, HacknPlan, Miro, Figma, Adobe CC

**Programming:** C, C++, C#, Objective-C, Java, JavaScript, Lua, Python, SQL, HTML, Ruby, Delphi

**Databases:** Tableau, Visio, Microsoft 365, Power BI

**Certifications:** Project Management Professional (PMI, 2024), Professional Scrum Master I (Scrum, 2024)

**Languages:** Russian (Native), Italian (Limited), Kannada (Limited)