# ALANKAR PRADHAN
Senior Project & Product Leader

## 👤 CONTACT

- 📍 Mumbai, India
- 📞 +91 9822738779
- ✉️ alankar.pradhan@gmail.com
- in linkedin.com/in/alankarpradhan
- 🌐 alankarpradhan.wixsite.com/my-portfolio

## ⭐ SKILLS

- Product Strategy & Roadmapping
- Agile/Scrum Methodologies
- Team Leadership (80+ members)
- Budget Management ($2M+)
- Unreal Engine & Unity
- AR/VR & Web3 Development
- Jira, Asana, Confluence
- Stakeholder Management

## 🏆 ACHIEVEMENTS

**Technical Publications**
Reviewed 6 Unreal/Unity books for Packt

**Performance Improvement**
25% efficiency gain through Agile Author of 'Faret Vild Words' & 'The Art Of Lost Words'

**User Engagement**
15% app engagement increase

**Published Books**
Author of 'Faret Vild Words' & 'The Art Of Lost Words' along with technical publications

## 🎓 EDUCATION

**MSc Game Programming & Project Management**
SUPINFOGAME, France

**MSc Game Director**
SUPINFOGAME, France

**BSc (Hons) Software Dev**
Sheffield Hallam University, UK

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Senior Product & Project Leader with 12+ years experience delivering innovative games, AR/VR, and digital platforms. Expertise in leading multicultural teams (80+ members), managing multi-million dollar budgets, and delivering products for Netflix, Disney, and Fortune 500 clients.

## 💼 EXPERIENCE

### Senior Game Producer | RFOX
**2023 - Present**
- › Lead VR/metaverse development for remote team of 40+ multinational individuals
- › Manage Web3 initiatives including Orange, Vibecoding, Valt, and Kogs
- › Oversee delivery from concept to launch ensuring high performance

### Senior Project Manager | Accelbyte  `Contract`
**2022 - 2023**
- › Managed engineering team for backend platform development and enterprise SDK
- › Maintained client communication and stakeholder relationships
- › Implemented Agile processes across distributed development teams

### Senior Digital Game Producer | Colto Srl  `Contract`
**2022**
- › Directed production of educational/entertainment games for global markets
- › Implemented Agile/Scrum processes improving delivery efficiency by 25%

### Senior Game Producer & Designer | Paperboat Apps
**2020 - 2022**
- › Produced and designed content for Kiddopia app with 1M+ downloads
- › Spearheaded feature rollouts increasing app engagement by 15%

### Senior Project Manager | Anibrain Interactive
**2019 - 2020**
- › Managed AR/VR projects for Netflix, Honeywell, and ITC
- › Led 80+ person team across design, development, and QA departments

### Project Manager / Sr Game Programmer | Viaan Studios
**2016 - 2018**
- › Directed PC, console, and mobile game projects from prototype to release
- › Served as Product Head for PokerRaj.com, Bid4cc, and iQLive platforms

### Game Programmer | Green Ice Games
**2014 - 2016**
- › Developed AI systems and puzzle mechanics for Death God University
- › Created gameplay systems for survival horror title

### Junior Game Programmer | The Walt Disney Company
**2013**
- › Developed UI/UX components for Disney mobile games
- › Implemented social media integration features

## ✳️ CERTIFICATIONS

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|---|---|
| **PMP® Certification**<br>Project Management Institute · 2025 | **AWS Cloud Practitioner**<br>Amazon Web Services · 2023 |
| **Blockchain Advance Level**<br>Udemy · Nov 2022 | **Leadership & Influence**<br>Udemy · Apr 2022 |
| **Product Management**<br>Udemy · Apr 2022 | **Professional Excellence**<br>Dale Carnegie · 2010 |

## ◎ KEY HIGHLIGHTS

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|---|---|
| **Project Delivery**<br>15+ projects from concept to launch | **Technical Leadership**<br>Lead Unreal/Unity engineering teams |
| **Client Portfolio**<br>Netflix, Disney,Honeywell Fortune 500 | **Budget Management**<br>$2M+ budgets with 15% savings |