Game Producer

Kirill Koltsov

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Professional summary

Experienced Game Producer, Product Manager offering 5 year of industry success and more than 10 years of top management skills, including product roadmap development, unit economy, market research and data analysis, hiring, operational and project management of 10 to 200 employees. Highly skilled in identifying opportunities to maximise revenue, motivated and with strategic thinking with proven history of superior market penetration and succesfull products launch.

Education

2006 – 2009	**Academy of Public Administration - Management** Bachelor of Fine Arts in Graphic Design, GPA: 3.4/4.0	Yoshkar-Ola
2003 – 2008	**Moscow Open Social University - Faculty of Information Security** Master of Graphic Design, GPA: 3.8/4.0	Moscow
2003 – 2008	**Volga Stage Technological University - Faculty of Information Security** Master of Graphic Design, GPA: 3.8/4.0	Yoshkar-Ola

Experience

SEP 2021	**Octagon Games - Co-Founder, CEO, Producer, Product Manager** Successfully established new game development company, relocated part of the crew to Montenegro. Made RnD game market 2019-2022. Developed one of the most Massive and Accurate Physics Systems to date. With the ability to compute and showcase an astonishing 10,000 3D units on stage with real time physics. Found and signed new Work for Hire contract for the first game based on this tech. Designed new Game Concept, finished playable DEMO	Podgorica

Experience

AUG 2019 **Sernur.Tech - Co-Founder, CEO, Producer, Product Manager** *Yoshkar-Ola*

Successfully established game development company.

At the very first attempt made the game concept, found funding, hired over 10 gaming industry professionals. Worked with investors, publishers and the devs to make playable Alfa. Collected more than 10 offers, and signed with one of the biggest German game publishers - Gameforge 4D Gmbh. With the debut project "Trigon: Space Story" managed all the work processes and work with EU publisher for more than 3 years and brought the game to release which was well accepted by players and press.

https://store.steampowered.com/app/1226510/Trigon_Space_Story/

2017 - 2020 **LLC Sernur Cheese Factory — Director of Modernization and Development, Head of IT Department** *Yoshkar-Ola*

Operational and Project Management of up to 15 Projects per year with over 200 employees. RnD, Marketing, Engineering, IT, Strategy planning. A member of the of the board of directors.

Developed and implemented Sernur.club loyal system. System based on collection and analysis of big data. Increased average receipt up to 2.7 times.

Designed and Launched New Sernur Cheese Factory 100 tons of milk per day. 200+ new employees.

Elaborated new gold medal winner dairy products from idea to the market launch. Branding, design, recipe, production line, logistics.

Sernur.club launched the first Online diary shop in Russia with delivery straight from the milk factory to the customer.

2014 - 2017 **PJSC T Plus — Leading IT Specialist** *Yoshkar-Ola*
Automated system for commercial accounting of electricity

Developed and implemented Automatic Commercial Accounting System – Pyramid. Created and launched Online Monitoring System with turbine trends and forecasts.

2014 - 2017 **LLC Strategic Business Systems — IT Specialist** *Yoshkar-Ola*

Managed and implemented the Omnitrack Task Tracker System for the IT department with more than 30'000 users.

Languages

- Russian - Native
- English - C1
- German - A2

Professional Skills

- Google Docs
- Git
- LumaFusion
- Notion
- Unity
- HTML/CSS
- MS Office, Power BI
- Unreal
- Figma
- Jira
- Photoshop

Soft Skills

- Leadership
- Motivating
- People Management
- Empathy
- Team Building
- Communication
- Business Knowledge
- Emotional Intelligence
- Planning
- Time Management
- Budgeting
- Delegation
- Goal-oriented
- Analytical Thinking
- Hiring
- Creativity