

Andrew David Kimbrey

Agile Project Manager

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Introduction

Hi, I'm Andy! I am an expert in Agile software design and engineering for mobile, web, and desktop with over 15 years of digital know-how and experience in a wide variety of industries and disciplines. I work with everything from front-end UX/UI design and implementation to server-side and infrastructure development, and everywhere in between.

For me, Agile is simply a philosophy of engineering and design that means moving quickly and adapting to change. My approach uses Agile as a toolkit rather than a rigid framework to create a customised set of processes serving the business by optimising the development SDLC and bringing stakeholders together to deliver quality-driven, data-driven, technical excellence.

Experience

Executive Producer - Electric Elephant Games Ltd (Feb 2019 - Present)

Managed the software development life cycle end-to-end, created processes from scratch to transform game development into an efficient operation. Worked with publishers and platforms to develop good relationships between external entities and Sri Lanka based studio. Selected games include: **Volsunga, Joker Jackpots, Dragon Strike, Space Spins.**

Senior Project Manager - Product Madness (Oct 2013 - Nov 2018)

Managed project strategy and operations for Scrum teams of developers, artists, BAs, QA, and product managers in a Waterfall environment. Established most of the Standard Operating Procedures for the business, and Pioneered Mentorship Programme. Selected projects included:

Heart of Vegas - Social Casino (Web & Mobile) - The #1 social casino in Australia and one of Facebook's "best new games of 2013". My role was leading the team, planning new features and scaling of the application.

Lightning Link Casino - Social Casino (Mobile) - A meta-game social casino built on Aristocrat's legendary hold-and-spin title. I took an existing team and applied the Agile toolkit from Heart of Vegas to get development back on track and launch the game.

FaFaFa Gold - Social Casino (Mobile) - Tailored for the APAC market with localisation into several East Asian languages and currencies, bringing the Macau experience to mobile. I ran a small, elite "special-forces" Scrum squad to turn this product out in under 5 months.

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Head of Technical - Cyber Interactive Ltd (Jun 2010 - Oct 2013)

Managed a studio of developers and artists to deliver CMS, eCommerce, eLearning, and onboarding management web applications. Also responsible for client account management, finance and budgeting, hiring, and pitching for new work. Clients included **Aviva, Forest Laboratories, NHS, RBS/Halifax, SanDisk**, and selected projects include:

ELI - Onboarding App (Web & Mobile) - An intuitive onboarding platform, initially for a single customer then white-labeled. I gathered requirements, pitched for customer, managed the development team, and launched the product. With client CA3.

SanDisk Flash Memory Quiz - eLearning App (Web, Flash and HTML5) - A multi-lingual Flash website for training SanDisk sales staff, later converted into HTML5 using bleeding edge technologies to maintain the rich-content feel of Flash. I pitched for the work,, managed and hired the team, managed client relationships and budgets, and launched the product. With client SMP.

Web Manager - Creative Consortium Ltd (Aug 2007 - Jun 2010)

Managed a team of web and print designers in a boutique agency specialising in pharma and biotech. Also responsible for budgeting, pitching for new work, DevOps, and occasionally some coding work. Clients included **AXA, Boehringer-Ingelheim, Novo Nordisk, Ogilvy Healthworld, Pfizer, Sanofi**, and selected projects include:

It's What You Gain - Patient Support Programme (Web & Telephone) - An interactive consumer facing website supporting weight-loss drug Acomplia. Integrated with telephone services (run by AXA Nurses) via VPN synchronising data so patients could use website, phone service, or both. I lead the development team, supported the tech architecture, and managed client relationships.

Sole Trader - Kimbrey Solution (Jan 2006 - Aug 2008)

Freelance IT solutions. Contracts included: web development using PHP, JavaScript, CSS, Drupal and Joomla; small-scale eCommerce websites including PayPal integration; IT and networking support.

Honours and Awards

Facebook: Best New Game of 2013 - Heart of Vegas • **E-Gaming Review:** Social Operator of the Year 2016 - Product Madness • **E-Gaming Review:** Social Operator of the Year 2017 - Product Madness • **Aristocrat:** "Unite" and "Deliver" Winning Ways - Product Madness

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Core Competencies

Key Skills

Agile Project Management • Mentoring • Project Documentation • Project Planning • Reporting • Risk Management • Requirements Gathering • Roadmapping • Sprint Planning • Stakeholder Management • Team Leadership

Technical Knowledge

Automation • Code Review • Continuous Integration • LeSS • Localisation (l9n) and Internationalisation (i18n) • Kanban • Quality Assurance • SAFe • Scrum • Test Driven Design and Business Driven Design (TDD/BDD) • Unit Testing • Waterfall

Industry Knowledge

Biotechnology Industry • Casino Gaming • Digital Agency • Gambling Industry • GDPR • Healthcare • Mobile Gaming • Pharmaceutical Industry • Social Gaming • Social Media (Blogging, Facebook, Twitter, Wikipedia, WordPress, Yammer)

Tools & Technologies

Aha! Product Management • Atlassian Cloud & Server • Bamboo • Confluence • Crucible/FishEye • Cucumber/Gherkin • Google Suite • JIRA • JSpec/RSpec • Linux • Microsoft Project • New Relic • Product Plan • SQL • Trello

Publications

[“Being Agile”](#) - Medium.com • [“Four Fundamentals of QA in Gaming”](#) - Test Magazine, May 2019 • [“Estimation as a Process, not a Promise”](#) - Medium.com • [“Agile Meetings”](#) - Medium.com

Education

Bachelor of Arts: Philosophy - University of Roehampton, London (2008)

First Class, with Honours • Philosophy Society Co-President • Student Representative for Philosophy

Specialisations & Dissertation Topics

Advanced Logic • Analytical Philosophy • Existentialism • Friedrich Nietzsche • Immanuel Kant • Jean-Paul Sartre • Philosophy of Psychiatry and Psychology • Philosophy of Science and Medicine

“Biopsychosocial Ergonomics: A New Model for Medical Science” • “Freedom-In-A-Box: A Metaphysical Analysis of the Freedom of the Will” • “Nietzsche & Re-Evaluation of Value”