

# HAMNA JALIL

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## OBJECTIVE

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**Product-focused Technical PM & Game Producer with 5+ years shipping AAA, live-service, and Web3 titles across PC and console. CS degree; comfortable in the codebase, not just the process layer. Owns full feature lifecycles from discovery to launch, builds production systems that scale, and keeps cross-functional global teams aligned and delivering predictably.**

## EDUCATION

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**Bachelor of Computer Science**, University of Central Punjab

2017 - 2021

**Relevant Coursework:** Artificial Intelligence, Mathematics, Mobile Application Development, Embedded Computing with micro-controllers, Computational Geometry for Designing and Animation.

## SKILLS

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<b>Technical Skills</b>	C++, Python, SQL, APIs, Backend Systems, Data Flows, System Architecture Fundamentals, CI/CD Concepts
<b>Soft Skills</b>	Leadership, Clear Communication, Problem-solving, Stakeholder Management, Executive Reporting, Risk Mitigation, Conflict Resolution
<b>Tools</b>	Jira, Confluence, GitHub, Linear, Asana, Notion, Miro, Figma
<b>Product and Strategy</b>	Roadmapping, OKR alignment, Product discovery, Backlog prioritization (RICE/MoSCoW), User story writing and acceptance criteria, Release planning
<b>Interests</b>	Video Games, Traveling, History, Book Reading, Robotics, Technology, Quantum Mechanics

## EXPERIENCE

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**Product Manager — Game Producer**

Revolving Games, Inc.

Sep 2023 - Present

*Lahore, Pakistan*

- Own **end-to-end** lifecycle of core features **from discovery through launch** and iteration, aligning roadmap priorities with player engagement and **business goals**.
- Contributed to roadmap and delivery execution on a **Web3 product ecosystem** that reached **700K+ cumulative installs** across multiple interconnected titles.
- Lead sprint planning, backlog prioritization, and roadmap execution across **distributed cross-functional teams** in North America, South America, and Europe.
- Drive alignment across a **50+ person cross-functional team** spanning engineering, design, and QA across three continents.
- Translate **product vision** into structured user stories, acceptance criteria, and **milestone-based delivery plans**.
- Manage **technical dependencies** across workstreams, proactively **mitigating risks** before impacting timelines.
- Lead **product discovery** through player feedback analysis, internal playtesting data, and stakeholder workshops to inform prioritization and **release iterations**.
- Deliver **data-backed insights** and proactive delivery updates to **leadership**, influencing roadmap prioritization, **release strategy**, and cross-functional alignment.
- Contribute to **roadmap planning** by evaluating scope, timeline, and resource trade-offs to maximize **player engagement** and delivery predictability.
- Standardize sprint tracking and **reporting dashboards**, improving delivery predictability.

## Technical Project Manager — Producer

FRAG Games

May 2022 - Aug 2023

Lahore, Pakistan

- Led Agile ceremonies and backlog refinement, increasing team velocity by **30%**.
- Maintained **95% milestone adherence** through proactive risk management.
- Improved **player retention by 25%** through UI/UX feature improvements.
- Translated business goals into technical specifications and **structured execution plans**.
- Reduced project overhead by **15%** by implementing structured tracking systems.

## PROJECTS

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**Skyborne Phoenix Flight (AAA MMORPG)** Shipped large-scale seasonal features as part of a **50+ cross-functional team**, contributing to the live multiplayer ecosystem and ongoing content roadmap.

**Skyborne Genesis (Web-Based Web3 Experience)** Supported **launch and live iteration** of a browser-based Web3 product within the Skyborne universe that integrates NFT-driven progression and interoperable assets across the ecosystem.

**RCADE Network (Decentralized Gaming Infrastructure)** Shipped decentralized gaming infrastructure backed by a **40M+** venture ecosystem and supporting over **700K+ installs** and **US\$50M+ in in-game revenue**, positioning the platform as a foundational hub for future interconnected Web3 experiences.

**Dastaan (Turn-Based Tactical RPG)** Led a **30+** member cross-functional team through full product lifecycle from concept to launch.

**Music Festival Tycoon (Simulation Game)** Managed scope, timelines, and resource allocation to deliver product milestones aligned with strategic objectives.

## CERTIFICATIONS

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- [Google Project Management Certificate](#)
- [Atlassian Agile Project Management Professional Certificate](#)
- [IBM IT Scrum Master Professional Certificate](#)

## LEADERSHIP

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- [Women In Games Ambassador](#)