



# ANAS J. BATTAH

PROJECT MANAGER | GAMES ENTHUSIAST | ASPIRING PRODUCER

## PROFILE

I am the ever curious, perseverant protagonist of my own story. I am passionate about creation, ideation, and achieving progress using my particular set of skills spanning through story telling, problem solving, and project and people management. I aim to be a lasting positive impact on those I cross paths with.

## CONTACT

[www.ajbattah.com](http://www.ajbattah.com)

 Tampere, Finland

 [anas@ajbattah.com](mailto:anas@ajbattah.com)

 +358403705154

 /anasjbattah

## SKILLS

Project Management	<div style="width: 90%;"></div>
Public Speaking	<div style="width: 80%;"></div>
UX Design & Analysis	<div style="width: 70%;"></div>
Leadership	<div style="width: 60%;"></div>
People Management	<div style="width: 50%;"></div>
Homemade Pizza	<div style="width: 100%;"></div>

## REFERENCES

- Nora Hurd, Community Communications and Event Specialist at Ubisoft RedLynx  
+ 358 40 587 2887
- Johannes Palvanen, Junior Game Programmer at Seriously Digital Entertainment  
+358 40 558 9994

## WORK EXPERIENCE

### Service Designer & UX Specialist, Smartmile

OCT 2019 - PRESENT

- Setting up project and communications management practices
- Managing internal projects and planning company wide sprints
- Creating a company wide performance review system and overseeing its execution
- Creating an organisational structure for the company based on information flow between teams
- UX/UI consulting and design for internal and external services
- Website design and development, and maintenance

### Project Coordinator & Service Designer, TAMK

JUN 2017 - SEP 2017

- Coordinating communications with all parties involved in the project and internally with the team
- Managing the project and making sure everything is finished in a timely manner
- UX consulting and presenting solutions to audiences

### Project Coordinator & Service Designer, Stora Enso/Demola

FEB 2017 - JUN 2017

- Ensuring communication with all stakeholders
- Assigning roles and tasks to team members, and following up on progress
- User research
- Managing project and deliverables

## GAME RELATED EXPERIENCE

- **Junction 2019 Game Jam**, project Caverns in Time (as producer, 2D artist, team lead)
- **Junction 2018 Game Jam**, project Good vs. Evil (as producer, team lead)
- **World Cyber Games Jordan** 2011-2013 (as event manager, volunteers coordinator)
- **Ranked Gaming Client** 2010-2013 (as community manager, moderator)

## EDUCATION

### MSc in Information Technology / Tampere University of Technology

2016 - 2019

- Major in User Experience
- Minor in Industrial Management

### BSc in Information Technology / Princess Sumaya University for Technology

2011 - 2015

- Major in Computer Graphics & Animation