


Jonathan Barceló Iñiguez

Agile PM & Content Producer

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I am an Agile PM & Creative Producer with 9 years of experience in digital production, content development, and localization. I'm experienced with building in-house and remote teams, having played key roles in developing and maintaining digital production pipelines with internal and external teams spread out across the United States, Latin America, Europe, and Oceania.



Relevant Experience

2019-11 - present	<div>Product Manager Producer</div> <div><i>Reality Crisis</i></div> <ul style="list-style-type: none">• As Product Manager, I am responsible for working with the company's leadership to define and keep all stakeholders informed and aligned with the product's strategy, goals, and timelines. I also conduct design research interviews with potential and current users, and analyze and report engagement metrics from players in the Early Access program for Skatrix.• As Producer, I double as the development team's scrum master, and project manager for design and production vendors. This role sees me managing deliveries from individual contributors in the disciplines of: visual, web, and game design; backend development and database management; 3D modeling and animation.
2020-03 - 2020-08	<div>TPM Curriculum Writer</div> <div><i>Thinkful</i></div> <p>I collaborated with a diverse team of PMs to craft Thinkful's Technical Project Management curriculum. My most significant contributions to the curriculum include an overview of modern development technologies, introductions to the Scrum and Kanban agile project management frameworks, and team mediation and coaching methodologies.</p>
2019-01 - 2019-12	<div>Advisory Board Member</div> <div><i>Trilogy Education Services (2U)</i></div> <p>I consulted on the development of content for the company's user experience curriculum. I also contributed as a writer for the data storytelling, and full stack development curricula.</p>
2018-11 - 2019-10	<div>Production Consultant Agile Coach</div> <div><i>Reality Crisis</i></div> <p>I advised the founding team during the recruitment process for the development team. I later served as the agile coach for a partially remote R&D team focused on establishing design standards for a third person, Augmented Reality skateboarding game.</p>
2015-06 - 2018-04	<div>Producer</div> <div><i>Riot Games</i></div> <p>I was responsible for leveling-up the in-game VO for League of Legends, as well as emergent audiovisual asset L10N pipelines. I was also tasked with developing the first wave of content for the region. During my time in this role, our catalogue grew to include promotional websites, documentaries, Esports news and analysis, behind the scenes featurettes, animations, and live audiovisual experiences.</p>
2013-08 - 2014-11	<div>Co-Founder Design Researcher</div> <div><i>MedicSana, Inc</i></div> <p>I worked with co-founder and design partner, Kyle Becker, to conduct research interviews with potential users located in the United States, Mexico, and El Salvador. This research yielded a viable value proposition for the company's MVP.</p>



Education

2007 - 2011	<div>The University of Texas at Austin</div> <div>Bachelor of Arts (B.A.), <i>Spanish Language and Literature</i></div> <div>Bridging Disciplines: Film studies</div>
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Certificates

2019	<i>Professional Scrum Master (PSM I)</i> , Scrum.org
2019	<i>Full Stack Developer</i> , Tecnológico de Monterrey
2017	<i>Certified Professional Agile Coach</i> , ICAgile
2016	<i>Certified Professional Agile Project Manager</i> , ICAgile