

MUBEEN IQBAL

PRODUCT MANAGER

ABOUT

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SKILLS

Management

Business Process
Improvement
Strategic Planning
Agile (Scrum + Kanban)

Design

Product Design
Interaction Design
UX + UI Design
Ideation + Workflows
Prototyping

Code

C, C++, C#, Java
HTML, Sass, Javascript
Linux, Python, Shell

TOOLS

Blender, Figma
Unity

INTERESTS

Video + Board Games
Cartoons + Movies
Comics + Toys
Arduino + Raspberry Pi
Solar Energy + EV

Super creative, technical product manager with 9+ years experience, seeking to leverage proven leadership and strategy skills to grow revenue at your company. Co-founded a game development company and acquired \$250,000 in seed funding. Led 13 cross-functional teams. Cut lead times by 50%, reduced costs by 40%.

EXPERIENCE

Lead Product Manager & Designer // The Talent Games

May 2019 to Feb 2020 / Karachi, PK

- Product and design lead at a fast-paced gamified solutions firm.
- Led cross-functional teams of 15 members, ensuring standards for product quality and production are met through every iteration.
- **Key achievement:** Created a mobile first platform from scratch. Grew revenue by 50%, number of clients by 18%. Spread business from 3 to 7 countries.

Co-founder & CTO // Turbo Labz

Sep 2016 to May 2018 / Lahore, PK

- Established a team of 10+ super talented individuals including founders of top 2 game development companies in the country.
- Spearheaded innovative design and UX. Elevated retention by 20%.
- Developed effective company strategy for tech infrastructure and cutting-edge automation. Reduced costs by 55%.
- **Key achievement:** Raised \$250,000 in seed funding. Increased marketing budget by 80%, DAU by 200%.

Product Manager // Mindstorm Studios

Apr 2015 to Sep 2016 / Lahore, PK

- Led 7 cross-functional teams from product conception through launch and multiple iterations.
- Headed product design and strategy in collaboration with the publisher for a product valued over \$1 million.
- Reduced integration and deployment time by 90% through training the team in software development and integration workflows.
- Improved UX measures by 25% through increased user feedback collection and more frequent iteration to customer needs.
- **Key achievement:** Implemented Agile/Scrum across the company; 50% faster milestone delivery. \$45,000+ in monthly cost savings.

EDUCATION

BS in Computer Science // Forman Christian College

Oct 2007 to Jun 2011 / Lahore, PK

- **Magna Cum Laude Honors – CGPA: 3.83**
- Gold medalist in 3 departments (Computer Science, Math, Stats)
- President, Formanites Computing Society