

Hannah Lea Wood



PROJECT MANAGER // PEOPLE LEADER

Phone: +1 386 366 1793

Email: hwood3@gmail.com

www.hannahleadshumans.com

Skills and Software

- Project and Budget Management
- People Leadership and Career Coaching
- Agile Development: Scrum, Kanban
- Microsoft and Google Suites
- Jira, Asana, Monday, ProductBoard, ShotGrid
- Confluence, Coda, Miro
- Adobe Photoshop, Illustrator, Acrobat
- Perforce

Experience

Electronic Arts (EA)

June 2022 – present

Development Director II

- Overseeing project management processes across the department, driving consistency and accuracy in reporting across all products within a central technology team
- Maintaining sections of the departmental budget, upholding reasonable spending habits and ensuring equity of resources across our teams and individuals
- Identifying staffing gaps, leading hiring initiatives, and training new hiring managers
- Owning departmental product portfolio reviews and critical all-hands meetings
- Supporting a large team of direct and skip-level reports by providing feedback and coaching, and supporting their career growth and aspirations
- Championing diversity, equity, and inclusion (DEI) initiatives by revising hiring practices, advocating for equitable career-growth opportunities, encouraging participation in Employee Resource Groups (ERGs), and coaching new ERG leadership

June 2019 – May 2022

Development Director

- Built capacity plans and monitored project progress for delivery and review each quarter
- Worked with technical directors and product owners to drive the metrics gathering, reporting, and analysis processes
- Supported a team of direct and skip-level reports (software engineers, technical artists, data scientists, development managers) by providing feedback and coaching, and supporting their career growth and aspirations

- Championed inclusion and career growth for EA women by leading the local chapter of the Womens' Employee Resource Group, and helped achieve company diversity, equity, and inclusion (DEI) initiatives by collaborating with local and regional leaders of other ERGs

March 2017 – May 2019

Development Manager

- Performed Scrum Master responsibilities for multiple project teams within a central technology team
- Adapted project management processes to suit unique product team needs, leading to improvements in velocity and estimation accuracy and increased team engagement
- Supported developers and product owners in producing a monthly stakeholder newsletter
- Assisted the leadership team with hiring, administration, reporting, and event planning
- Supported a small team of direct reports by providing feedback and coaching, and supporting their career growth and aspirations
- Participated in DEI initiatives by attending and volunteering for multiple ERGs

December 2013 – September 2016

Project Manager, Mindwalk Studios

- Managed more than 15 outsourced teams of artists and animators on games such as Uncharted 4 and Guildwars 2, by facilitating communication, organization, and accountability between outsourcers and production teams
- Motivated and supported teams to ensure client and project goals, milestones, and deliverables were met, resulting in strong, long-term client commitments and trust
- Created and implemented new processes and communication standards that led to company-wide efficiency increases. Many of these processes were also adopted by production studios and became required for other outsourcers.

June 2013 – December 2013

Production Intern, 2Dawn Games

- Facilitated communication across all departments to ensure project goals and milestones were met
- Facilitated the use of an agile development system, and helped establish accountability
- Helped identify and resolve roadblocks and bottlenecks, leading to a more efficient team

Education

June 2013

Savannah College of Art and Design

Bachelor of Fine Arts, Interactive Design and Game Development

References available upon request.