

ANDREA MOZO

A woman in product
andreamozo.com

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About Me

Give me a problem and I can develop a creative solution. I design, develop and build technology products that engage users with dynamic experiences. I specialize in product and project management. This includes end-to-end development of game products and education technology software. I am a passionate leader who is collaborative, highly motivated, and willing to go the extra mile to deliver users amazing products.

Skills

Product Requirements

Product Demos

Wire-framing

Agile

Strategy

HTML + CSS, JavaScript

Unity, Adobe Animate CC

Projects

- [GameJam](#) – is a website that teaches how to design and develop digital games
- [Animal Powers](#) – a board game that teaches children ages 4 to 6 the basic concepts of coding
- [Sheros Game Club](#) – an all-girls game club that teaches girls and women how to code

PROFESSIONAL EXPERIENCE

Product Manager, CS Ed Carnegie Learning

AUGUST 2017 – FEBRUARY 2018 Carnegie Learning is a provider of STEM curricula, textbooks, and software for grades K-12.

- Develop business plans and recommendations to senior management; identify market needs and opportunity sizes
- Direct the product development cycle from prototype development to manufacturing integration of one product
- Define project scope, goals, and deliverables to ensure consistency with company strategy and commitments
- Lead project manager in product development using JIRA and Confluence

Associate Product Owner Amplify

JUNE 2017 – AUGUST 2017 Amplify creates digital K-12 educational products and services that empower teachers, students and parents.

- Work as a core member of two cross-functional agile development teams within CFER (Center for Early Readers)
- Develop standard production process in collaboration with Product Owners, Engineers, and Designers
- Manage and organize game assets across 10+ mini games, along with project deadlines, assignments and resources using Google Drive and JIRA

Manager of Customer Experience Globaloria

JANUARY 2016 – MAY 2017 Globaloria is an educational technology company offering K-12 school districts game design courses.

- Collaborate with customer support team, virtual and field, and technology team using Salesforce and Asana
- Provide students, teachers, and team with virtual support including debugging code & trouble-shooting methods

Content Associate LightSail Education

JULY 2015 – DECEMBER 2015 LightSail Education is an award-winning literacy application to improve literacy outcomes for all students.

- Assess and curate content for titles in LightSail repository
- Maintain all content lists using advanced excel skills

EDUCATION

Master of Arts Teachers College, Columbia University

SEPTEMBER 2016 –MAY 2018 Design & Development of Digital Games, NY

- Immersed in research about educational technology, gaming trends, and human-computer interaction

Bachelor of Arts Monmouth University

AWARDED MAY 2010 in Spanish and Special Education, NJ
Cumulative GPA: 3.7

Study Abroad, CCIS Universidad de Sevilla

SPRING 2009 in Sevilla, Spain