Lucas Silva
Product Development Manager

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WORK EXPERIENCE

Cree, Inc. - Product Development Manager

2019 - current   Durham, NC

- Facilitated cross-functional collaboration by integrating Wrike and Microsoft Teams, resulting in an improvement project coordination.
- Led the integration and customization of Siemens Teamcenter, reducing product development cycle time by 22%.
- Implemented Git for code management efficiency, leading to a 28% reduction in code integration errors.
- Streamlined product development costs through vendor negotiations, ***resulting in annual savings of $1.4M***.

Epic Games - Product Developer

2016 - 2019   Cary, NC

- Integrated Google Workspace to streamline collaboration among cross-functional teams, improving communication efficiency by 25%.
- Utilized Sketch to create interactive prototypes, resulting in a 40% reduction in design iteration time.
- Tapped QlikView for data analysis, leading to actionable insights that boosted user satisfaction by 18%.
- Optimized in-game monetization strategies, ***boosting revenue by $1.8M*** and exceeding quarterly targets by 13%.

SAS Institute Inc. - Product Coordinator

2013 - 2016   Cary, NC

- Customized Unity to align with project requirements, resulting in a 29% improvement in asset management.
- Introduced process improvements that ***reduced average project cycle time by 72 hours***.
- Leveraged Pipedrive to enhance lead tracking and conversion, resulting in a 25% increase in the conversion rate.
- Enhanced project management processes by integrating VersionOne, leading to 23% reduction in project delays.

EDUCATION

University of North Carolina - Bachelor of Science, Business Administration

2009 - 2013   Chapel Hill, NC

SKILLS

Wrike; Microsoft Teams; Siemens Teamcenter; Git; Google Workspace; Sketch; QlikView; Pipedrive; VersionOne; Unity