

Anthony Pedrosa

IT Project Manager

📍 Savoie, FRANCE 📞 +33 6 63 95 78 08 @ procontact.pedrosa@gmail.com 🌐 <https://anthony-pedrosa.fr>

Summary

IT Project Manager with solid experience in managing multidisciplinary projects, ergonomics, and UX. Expertise in team coordination, stakeholder communication, and deployment of innovative solutions. Demonstrated skills in project management, AI development, and integration of UX methodologies to enhance processes and products.

Experience

Khraal Games

September 2013 - May 2024

Entrepreneur

- Managed projects for the creation and monetization of multiplayer games.
- Coordinated multidisciplinary teams for game development.
- Designed and implemented marketing and distribution strategies for games.

Institut National des Arts et Métiers

January 2024 - April 2024

Adjunct Lecturer

- Teaching Human-Computer Interface Ergonomics to Senior Engineering Students.

BBC Services

September 2022 - January 2024

Ergonome Organisationnel

- Analyzed working conditions and designed ergonomic work systems.
- Managed projects to improve ergonomic processes.
- Trained and raised awareness among employees about ergonomics.

LF Conseil

September 2021 - June 2022

UX RESEARCHER

- Conducted theoretical and methodological research for mobile app mockup design.
- Coordinated user testing and analyzed feedback to improve the final product.

LIFEBAY

September 2020 - June 2021

UX RESEARCHER

- Theoretical and methodological research for the design of mobile application mockups for chronic stress prevention "Suzan".

Education

Master's in Ergonomics

2020 - 2022

Ergonomics and Cognitive Engineering of Intelligent Systems
High Honors

University of Savoie Mont-Blanc

Bachelor's in Sociology

2019 - 2020

Honors

University of Savoie Mont-Blanc

Bachelor's in Psychology

2015 - 2018

Honors

University of Savoie Mont-Blanc

Skills

- **Project Management:** Planning, executing, and closing projects, risk management, and quality assurance.
- **Team Coordination:** Leading multidisciplinary teams, facilitating collaboration, and conflict resolution.
- **Communication:** Interacting with stakeholders, writing reports, and presenting results.
- **Ergonomics and UX:** Ergonomic analysis, user-centered design, usability testing.
- **Information Technology:** AI development, integration of intelligent systems, and data analysis.
- **Project Management Tools:** Jira, Trello, Microsoft Project, Asana.

Projects

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- **Multiplayer Game Projects:** Created several multiplayer games with a team of developers, designers, and marketers.
- **Ergonomic Process Improvement:** Led continuous improvement projects at BBC Services, resulting in significant reduction of occupational risks.
- **Website Mockup Development:** Implemented UX methodologies at LF Conseil & LIFEBAY to increase user engagement and satisfaction.

Languages

- **French** (Native)
- **English** (C1+ Level)