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Post at Magellan.no



www.cirstyn.com

# CIRSTYN BECH

PROJECT MANAGER



## KEY SKILLS

## ABOUT ME

Versatile, experienced project manager. Provides 15 years of result-oriented IT-experience throughout the entire IT-value chain. Pragmatic problem solver. Chaos-pilot with a sense of humour. Used to high speed and demands. Active listener and unafraid of asking questions – even the stupid ones, Risk-conscious. Excellent communication skills. Cool head under pressure, ensures others stay calm too. Speaks Developer, End User as well as Marketing. Can easily coordinate between these three. in Norwegian, English and Dutch. Team player. Quick learner. Fast adapter and learner. Fears Waterfall projects.

- Can manage projects in the entire IT value chain: From systems administration and software development to roll out and product management.
- Process design and implementation
- Testing and QA
- Documentation
- UX design

## WORK EXPERIENCE

### PRODUCT MANAGER

2018 -

#### RIZOM-LAB

My first stint as product manager at Rizom-Lab, a 3D industry start-up. Responsible for the RizomUV VS and RS products. Work with planning and coordinating releases, to integrating bridges and plugins with our software as well as UI and feature design. Also implemented a support solution, improved documentation and tutorials. Teaching the team the basics of SCRUM and doubled overall profits in my first year

### TECHNICAL PROJECT MANAGER

2016 - 2018

#### AMD – RADEON PRORENDER

Responsible for deliverables and coordination between Core and plugin development teams. Also implemented QA, created graphics, and provided UX design for 3DS Max. Also worked with Blender, Unreal, as well as a smattering of Unity and CAD.

### 3D FREELANCER

2012 - 2016

#### NORTHERN STUDIOS

I needed a break from consulting and spent a few years pursuing my 3D passion. I worked as a freelance illustrator and writer for magazines like 3D World and ImagineFX. Clients included AMD, Future Publishing, DAZ3D and others. Sold Northern-Studios' portfolio and rejoined consulting in '16

### PROJECT MANAGER

2011 - 2012

#### EVERY - CENTERPOINT

Responsible for infrastructure implementation for EVERY telecom, with a focus on infrastructure and release management as well as firewalls and security for their client Telenor.



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## WORK EXPERIENCE

### MECIAL LEAVE

2010 - 2011

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Just as I finished work at NAF, March 2010, I was hit with mono, and went down for the count for over a year. Was glad to return to work

### PROJECT MANAGER

2009 - 2010

#### NAF - CENTERPOINT

Responsible for development and implementation of Rotor2, the database software created for the mandatory EU roadworthiness test and other checks at NAF's test-stations. It also included the implementation and rollout of a call-centre solution for NAF Roadside Assistance. The systems were MSSQL and SharePoint-based

### PROJECT MANAGER

2008 - 2009

#### REDPILL LINPRO

Worked at Norway's only Open Source development company with integration, development and implementation projects. Notable projects include the well-known HTTP accelerator Varnish and Escenic implementation and rollout for Danish news media Politiken and Jyllandsposten. Was discipline supervisor for the in-house Project Management team, as well as employee ombudsman

### TEST AND RELEASE MANAGER

2007 - 2008

#### NETCOM - CENTERPOINT

Telco test and release-manager on NetCom's SOA-oriented systems and services, with a focus on contact between developers and test teams. Worked with Oracle database and integration APIs in tandem with FitNesse and Confluence, as well as risk assessment and test-building via Test Director

### HEAD OF DEVELOPMENT

2006 - 2007

#### BETONBET

Responsible for two development teams and their deliverables at this startup, which included a customer CMS and payout system, as well as online money games. Also ran support and HR management

### TEST MANAGER

2004 - 2005

#### TELEPLAN GLOBE

Test and documentation lead on Mercury Mobile's SessionController, and Teleplan Globe's MARIA, an extensive toolkit for building and adding to GIS applications. Work included test management, automation and documentation as well as QA and SWE-routines and processes. Developed my own, Open Source based solution for this, based integrating Twiki, Bugzilla and SVN.

### TEST MANAGER

2000 - 2004

#### OPERA SOFTWARE

Test team leader. As the first wave of employees at Opera, I participated in building the QA department, and it's methodology. Worked with the first generation of smartphones, like the Nokia 9210 and others. Also designed and implemented product release processes for mobile platforms like Symbian OS and Epos as well as smart-top boxes and managed the releases of Opera 6 and 7. I also ran the intern program and implemented the first company Wikis



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## TOOLS

PROJECT TOOLS	METHODOLOGIES	DEVELOPMENT, TEST, SUPPORT
• MS Project	• SCRUM	• GitHub
• Jira	• Agile	• SVN
• Confluence	• CPM	• Tortoise
• Clarity	• IPM	• FitNesse
• GitScrum	• Hybrid	• Jira
• MS Office	• Basic Prince2	• Freshdesk
• Sharepoint		• Zendesk
• ScrumWork		• Bugzilla

## EDUCATION

### METIER

Spring 2020

Prince2 Foundation/Practitioner certification track

### BI (NORWEGIAN SCHOOL OF BUSINESS)

2012/13

Project Management PL1 og 2 bachelor's

### 4PM

2011

IT and communication management classes

### PROGRAMUTVIKLING

2008

Certified SCRUM-Master  
Certification - User Stories,  
Certification - Agile Estimating Techniques

### 4PM

2004

IT Project Management

### GETRONICS

2001

C++ Basics,  
Ciso routers and infrastructure

### NÆRINGSKADEMIET

1996-97

IT candidate studies  
Novell og NT server certifications  
Windows Advanced Server Administration NT 4

### WESTERDALS REKLAMESKOLE

1993-95

Copywriter and AD degree