

Nelly Harvey

Project Manager / Producer

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Passion projects : <https://nellzero.com/image-portfolio/>

Based in Montréal, flexible

Summary

Over 9 years of experience, of which 5 of Project management.

I have worked for many different industries (Arts & Entertainment, Education, Manufacturing and many more), with clients of all sizes, internally and as a consultant, with budgets ranging from hundreds of thousands to millions of dollars, usually overseeing multiple teams during the same period (up to 25 people). My work demonstrates my high capacity for adaptability, being able to deal with uncertainty, ever-changing situations, while always staying on track (budget & scope) to make sure we deliver the best solution. As a creative mind with technical and project management skills, I have a huge interest in anything arts & entertainment related, as well as UX-oriented, most particularly in video games.

Skills

Project Management • Budget Management • Project planning • Metrics tracking • Agile Methodologies • Communication • Leadership • Scrum • User Experience (UX) • Creative Problem Solving • Software Development • JIRA • Confluence • Excel • Word • Powerpoint • Unity • C# • Adobe Photoshop • Adobe Illustrator

Experience

Delivery Manager

Moov AI

Jul 2021 - Jun 2023 (2 years)

Moov AI is an AI Consulting company. Through my two years at Moov AI, I've successfully delivered several projects with budgets over \$1.5M and in various industries (Arts & Entertainment, Food, Manufacturing, Medical, Educational) and various size companies (from ten to thousands of employees).

- Built and facilitated workshops with clients to understand use cases and gather needs & requirements
- Led business analysis & process mapping
- Conducted roadmapping
- Built backlogs
- Involved and supported development team in day-to-day activities
- Facilitated Scrum meetings
- Drove change management & user acceptance testing
- Tracked budget & and project reporting adapted to each client's needs
- Organized and facilitated Steering Committees with stakeholders to present project key

metrics, progress, blockers and follow-up on action items

- Represented Moov AI's employees on Moov AI's Board of Directors

Product Owner

Quebecor

Nov 2019 - Jul 2021 (1 year 9 months)

Coordinated and led the complete makeover of TVA and QUB Radio's web platforms in order to integrate them into a single platform named QUB, where all of Québecor's multimedia content can easily be browsed. A lot of design and architectural challenges.

- Conducted workshops with multiple stakeholders to gather their business needs and requirements
- Built roadmap
- Contributed to architectural workshops
- Orchestrated UX/UI Design workshops
- Analyzed the requirements, the technical and functional prerequisites and dependencies, wrote user stories, defined the acceptance criteria
- Providing solutions answering to the requirements within the time/budget constraints
- Managed and prioritized the product backlog & defined the sprint's objectives
- Coordinated the prioritization of multiple scrum teams according to business requirements and technical dependencies
- Presented the sprint reviews

Scrum Master

Ivalua

May 2018 - Nov 2019 (1 year 7 months)

I started at Ivalua at a time when they were just over 300 employees (now 800).

Given their very fast growth, they needed to start working within a more Agile framework, establish clear metrics, and make sure they had a clear workflow that integrated QA to consistently ensure the quality of their delivery.

- Implemented Scrum within the R&D development teams
- Organized the sprints and facilitated Scrum ceremonies (Daily, Retrospective, Review)
- Managed the backlog
- Tracked the teams metrics
- Validated the QA phases before the releases
- Pre-release tasks : wrote the Release Note, recorded demo videos for worldwide end users

Functional Analyst & QA

Groupe SNCF

Aug 2016 - Apr 2018 (1 year 9 months)

(As a consultant for Dalisys) OSMOSE project - The SNCF's train maintenance department uses MAXIMO's app with a custom solution built on top. I worked on improving and building new features to safely automate some of the maintenance processes, as well as update older workflows. •

Participated and contributed to user workshops to gather business requirements & needs • Analyzed requirements

- Designed new features and created user stories
- Built and implemented test strategies

- Designed test scenarios
- Organised the test phases and tracked the metrics
- Validated the QA phases before release
- Team lead for Dalisys consultants : Reported on team's delivery and metrics

Quality Assurance Engineer

Océane Consulting Testing Services (ex Dalisys)

May 2016 - Apr 2018 (2 years)

Consultant for Dalisys

- Organized and planned test campaigns
- Defined test strategies
- Designed test scenarios

Web Designer & Developer

Freelance

May 2014 - Apr 2016 (2 years)

Web design & development services for small businesses

- Conceptualized and defined the design for the website of clients
- Built style guides
- Developed websites
- Integrated modules in CMS (Wordpress)
- Setup social media accounts
- Followed-up and tracked budget

Education

Université Sorbonne Nouvelle

Bachelor's Degree, Literature

2008 - 2011

Salt Lake Community College

Associate of Science, Computer Science & Information Systems

2012 - 2014

Licenses & Certifications

Foundations of User Experience (UX) Design - Google

<https://www.coursera.org/account/accomplishments/certificate/2TNMSZ39L5NJ>

Introduction to Game Design - California Institute of the Arts

<https://www.coursera.org/account/accomplishments/certificate/W2H2YPMR48LJ>