



SEAN KANNEMEYER

TECHNOLOGY PROFESSIONAL &
PROJECT MANAGER

CONTACT

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Boston, MA

[Portfolio](#)

[LinkedIn](#)

EDUCATION

2025-2027

NORTHEASTERN UNIVERSITY

- MS, Game Science and Design

2013-2018

QUINNIPIAC UNIVERSITY

- Bachelor of Science,
International Business

TECHNICAL SKILLS

- UE5
- Jira
- Figma
- Version Control
- Ticket Management
- Unity

SOFT SKILLS

- Stakeholder Management &
Communication
- Adaptability
- Problem Solving & Analytical
Thinking
- Time Management &
Prioritization

PROFILE

Project manager with a strong background in UX, technical documentation, and project management. Experienced in facilitating cross-functional collaboration and agile ceremonies (standups, reviews, retros) while supporting Design, Engineering, and QA. Skilled at building roadmaps, breaking down complex features into clear, actionable tasks, and helping teams deliver content, events, and new software features.

WORK EXPERIENCE

Toybox Titans (unfunded project)

2024-2025

Game Designer

- Collaborated with Art, Design, and Engineering on HUD, combat, progression, and AI features, aligning each discipline's work with gameplay goals.
- Contributed to the GDD and project roadmaps, breaking hero loadouts and systems into clear, testable chunks to guide ongoing development.
- Ran structured playtests and iteration loops, translating feedback into actionable changes so teams stayed unblocked and set up for success.

MilliporeSigma

2022-2024

Manager, Digital Tools Implementation (Technical Project Manager)

- Facilitated cross-functional syncs (standup-style check-ins and review meetings) with support, engineering, and operations teams to keep priorities aligned and unblock work during technical rollouts.
- Collaborated with leaders to build and refine implementation roadmaps, using end-user feedback and support data to prioritize features, plan future improvements, and adjust timelines.
- Supported teams with process best practices, streamlining workflows in a way that mirrors Scrum/Kanban principles (visualizing work, reducing bottlenecks, and iterating based on retrospective-style feedback).
- Worked closely with IT, product, operations, and support to ensure each group had clear requirements, context, and tools to successfully deliver their part of a project.
- Created and maintained technical documentation and knowledge bases so team members could quickly understand complex systems, resolve issues, and stay aligned on how features and tools should be used.
- Managed equipment and researched new tools/solutions, ensuring teams were properly set up for success and informing long-term technology planning

****More work experience available upon request****