



# Claire Yeash

## Project Manager

### Contact

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### Summary

A project manager with experience in design and programming. As an avid support player in online games, Claire has a passion for helping others reach their potential.

### Technical Proficiency

- Jira and Confluence
- Adobe Creative Suite
- Gitlab
- Unreal Engine 4 and 5
- C# with Unity3D
- C++

### Interests

- Gaming
- Urban management
- Learning languages (Spanish and Korean)
- Video editing
- Skateboarding

## Work Experience

### Glitched Caps

*Small Business Owner | October 2024 to Present*

- Planned, priced, and marketed the release of over 60 hand-sculpted keycaps.
- 15 sales including 2 custom orders with 100% on-time shipping rate.

### Saber Astronautics

*Project Lead and Designer | May 2023 to May 2025*

- Team Size: 5, Team Composition: designer, engineers
- Finished the deliverables for the project's 18-month Small Business Innovation Research (SBIR) contract 6 months early while integrating third-party software for the first Space Domain Awareness application store.
- Led application demonstrations for higher-up military personnel including several 3-star Air Force and Space Force Generals.
- Planned and ran a hybrid 2-day user workshop with over 20 participants from around the world to train users and gather feedback on the project.
- Fostered relationships with over 50 cutting-edge space companies.

### Platform One

*Senior Scrum Master | August 2022 to May 2023*

- Team Size: 6 teams of varying sizes (60 people total), Team Composition: engineers, designers, project managers, scrum masters
- Reduced the time developers were blocked by cross-team dependencies to under 1 day on average with members spread across multiple time zones.
- Mediated conflicts between team members. Developed team health check surveys for the organization including a plan to improve job satisfaction and team synergy.
- Developed onboarding and offboarding procedures to smoothly integrate new team members over 2 weeks and provide them with resources to support them in their new roles.
- Trained and supported 3 scrum masters.

*Project Manager | April 2022 to August 2022*

- Team Size: 2 teams (13 members and 2 members), Team Composition: engineers and designers
- Reduced developer time spent in meetings by an average of 2 hours a week by creating clear meeting objectives, keeping meetings focused and running on schedule, minimizing the attendees to a key group and relaying decisions to non-attendees.

*Scrum Master | January 2022 to April 2022*

- Team Size: 2 teams (13 members and 2 members), Team Composition: engineers and designers
- Organized and prioritized the backlog of over 25 features and over 120 tasks.

## Educational Background

### Champlain College

*Bachelor of Game Design, Minor in Game Programming*