

# Inga Masliy

Product Manager  
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## Contact

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Creative Product Manager with 2 years of SaaS experience and visual arts background specialising in immersive technologies and education.

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## Work History

### MOONHUB - Product Manager 02/2023 - Present

- Pioneered rapid VR product development process and launched a new product by leveraging market research and low-fi prototyping, reducing creation time by 50% and achieving higher user satisfaction scores in initial testing
- Defined product requirements on over 5 projects and collaborated closely with engineers and designers on delivery leading to timely launches
- Owned QA optimisation by streamlining product development, devising and executing a new QA process which led to reducing bugs by 90% and improved tracking and accountability
- Collaborated with senior leadership to develop the product vision, resulting in the creation of 6-month roadmaps
- Enhanced stakeholder alignment via Productboard adoption allowing for efficient backlog management and value/effort-based sprint prioritization leading to streamlined delivery of 6 bespoke products for key accounts
- Cultivated talent growth of 2 direct reports by crafting tailored L&D plans and providing weekly coaching resulting in enhanced job satisfaction and peer recognition, ultimately leading to successful promotions
- Transformed team dynamics by championing Agile methodologies, including daily stand-ups and sprint retrospectives, allowing to handle 3x more projects, while enhancing engineering collaboration with Jira integration

### MOONHUB - Production Specialist 06/2022 - 02/2023

- Owned all facets of production, managed generation of video content, organized shoot days leading to targeted improvements and a 25% boost in productivity.
- Leveraged Unity C# skills to develop a feature based on user needs, contributing to client retention and reducing the development time by 20%
- Optimised the filmmaking department's production workflow by implementing a new project management system resulting in a 50% reduction in production time
- Collaborated with cross-functional teams to manage 5-7 unique projects, ensuring each product met technical requirements and feasibility standards, while consistently delivering high-quality work on schedule.
- Oversaw and documented budgets for projects and the department, enabling accurate cost calculation and more efficient cash flow management for the company

### The Walt Disney Company - Art Department Trainee 2019

- Provided support to 4 departments, including graphic design, prop preparation, and schedule management
- Learned the processes and challenges of the entertainment industry by working on 200\$ million production
- Assimilated into a new work environment and started contributing to projects within 1 week of joining

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## Education

University of the Arts London:

MA Virtual Reality 09/2020-02/2022

Thesis: Can AR help us see the forgotten historical sites in a new light

BA Production Arts for Screen 09/2017 - 06/2020

Dissertation: The fall of hand technical drawings in filmmaking

## Skills

Leadership  
Cross-functional collaboration  
Client relationship management  
Unity C#

## Certifications

Product 101 Introduction to Product Management  
AWS: Introduction to Generative AI - Art of the Possible