Claire Yeash

Project Manager

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. She currently works as a project lead and UX/UI designer on Space Domain Awareness software.

Contact

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Technical Proficiency

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

Interests

- Playing video games
- Dancing
- Learning languages
- Video editing
- Skateboarding
- Reading

Work Experience

Saber Astronautics
Project Lead and Designer | May 2023 to Present

- 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 by creating a clear and workable project plan and coordinating with developers and subject matter experts.
- 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.
- Stays up-to-date on cutting-edge space domain awareness technology and fosters relationships with new companies, over 50 to date.
- Designs user workflows and interfaces for application integrations (over 10 integration designs currently completed) into a web-based application marketplace to bring key capabilities to USSF operators in record time.
- Liaises with primary customers and stakeholders to provide updates on the project's progress and prioritize upcoming features.
- Creates and maintains documentation, marketing materials, and training videos for each integrated application.
- Programs new features, fixes bugs, and writes unit tests to maintain CI/CD pipelines.

Platform One
Senior Scrum Master | January 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, even with members spread across multiple time zones through establishing strong communication channels on chat platforms, connecting with leads weekly to review the roadmap and discuss potential blockers, and creating a technical forum for members from all teams to discuss feature development and potential issues.
- 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.
- Maintained consistent and transparent communication with the team by offering daily office hours and holding monthly 1-on-1s with team members to get a deeper insight into the project and give them a Q&A opportunity to learn more about the direction.
- Mediated conflicts between team members, developed team health check surveys for the organization and developed an action plan to improve job satisfaction and team synergy through training plans and team-building events.

Project Manager | April 2022 to May 2023

- Team Size: 2 teams (13 members and 2 members respectively), Team Composition: engineers and designers
- Identified development risks and created action plans to mitigate them including identifying dependencies and development unknowns, gathering resources, and consulting with internal personnel on other teams with relevant expertise.
- Broke features into actionable tasks that resulted in bi-weekly iterations on a live project.
- Ensured the team maintained a shared vision and understood the project's impact on the defense software industry.
- Renewed required project certifications and software licenses to ensure the team had the proper tools to develop the project and maintain CI/CD pipelines without delays.

Educational Background

Champlain College, Burlington, VT
Bachelor of Game Design, Minor in Game Programming