



# RAZMIG PULURIAN | Design & Product Manager

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## WORK EXPERIENCE

**2012 - 2018**

### Creative Director | [Take7 Music \(DE\)](#)

#### Take7 App & Website

Developed brand identity, product vision, annual strategy, and pitch material which secured annual funding from top investors (Spotify).  
Collaborated with learners and teachers to design the app from the ground up using personas, use cases, wireframes, and interaction prototypes.  
Gathered and defined requirements with Stakeholders and Developers, and managed the Product Backlog as the Product Owner.

**2008 - 2012**

### Design Manager | [Virtuos Games \(CN\)](#)

#### Games: Ghost Recon / Epic Mickey 1 / Epic Mickey 2

Developed game proposals and pitch material which secured work from some of the worlds leading game companies (Disney, Ubisoft).  
Co-managed, coached, and developed a 40-person design team.  
Directed design for several high-profile game titles (Epic Mickey 1 & 2).

**2003 - 2007**

### Game Designer | [Heavy Iron Studios \(US\)](#)

#### Games: Ratatouille / Wall-E / Incredibles 1 / Incredibles 2

Designed and prototyped playable game characters (Wall-E)  
Lead a team of 6 designers to develop 12 game levels (Incredibles 2)  
Designed game systems and levels (Ratatouille, Incredibles 1)



## LANGUAGES

English | **Native**  
Chinese | **Intermediate**  
German | **Beginner**  
French | **Beginner**



## SKILLS

UX Design  
Game Design  
Prototyping  
Web Development



## TOOLS

Sketch App  
InVision App  
Origami Studio  
HTML/CSS/JS/PHP/SQL