Contact

www.linkedin.com/in/nicolascohentarica (LinkedIn)
www.cubetto.com.ar (Blog)
www.unaradio.com.ar (Other)
www.qb9.com (Company)

Top Skills

Social Games
User Experience
Product Management

Languages

English (Native or Bilingual)
Spanish (Native or Bilingual)

Nicolas Cohen

Product Owner / Engineering Manager
Argentina

Summary

I'm a software developer with extensive experience in server development, from an MMO game server in Java to the core services platform for a 60MM PHP based user social platform. I love to come in and solve the problem, whether it's PHP programming, MySQL, Postgres, Hibernate or Mongo database design and development, cache design and optimization with Memcache, Redis or EhCache, or server monitoring and management with ELK, Kubernetes and Docker in AWS and Google Cloud. I've also run a few RabbitMQ based architectures. For all these projects I run a Jenkins/Hudson + GIT based CI pipeline with testing, staging and production environments.

In Taringa I was CTO and took care of project prioritization, business plans, definition, design, development and support of new features and products. Before that i've worked in videogame studio QB9 managing design and development of the MMO Game www.MundoGaturro.com and produced online games for the leading media, entertainment and toy brands in Europe and US, including LEGO, Mattel, Nickelodeon and Disney.

Specialties: Project Management, Product Strategy, Business Analysis, Technology Analysis, Information and Interaction Design, Kids Products, Online Communities

Experience

Axometrica
Founder
January 2017 - Present (3 years 8 months)
Buenos Aires

Taringa!
3 years 7 months

CTO & Board Member
June 2015 - December 2016 (1 year 7 months)
Buenos Aires

I am responsible for platform and product development and operations for the largest online community in Latin America. As a board member I help define the overall company strategy.

Chief Product Officer
June 2013 - May 2015 (2 years)
Buenos Aires

I take care of project prioritization, business plans, definition, design, development and support of new features and products for the largest online community in Latin America.

Ozono Producciones
Editor
November 2012 - November 2014 (2 years 1 month)
Buenos Aires

Designed the editorial line and content, took care of relations with the main sponsors, publishers and organizations for the largest videogame related event in Argentina "Espacio Personal Juegos".

QB9
5 years 4 months

Director, Business Development
March 2011 - May 2013 (2 years 3 months)

I take care of the relation with our customers, new projects design and look out for new business opportunities.

Senior Producer, Online Games
September 2010 - February 2011 (6 months)

Managed production of online games for major toy retail companies, including Lego and Mattel

Senior Producer, Social Games
February 2008 - September 2010 (2 years 8 months)

Managing Design & Production of QB9's Online MMO technology and development of Mundo Gaturro

unaRadio
Founder
July 2004 - December 2012 (8 years 6 months)

Strategy, Design and development. Webcast live music shows from all around Buenos Aires.

RANLOGIC

Project Manager, UX Designer and PHP Developer
October 2006 - June 2008 (1 year 9 months)

Managed most web design & development projects in the company.

Information design for Rolling Stone Argentina's online news website, iZami iPhone application which served as Macworld 2008 iphone map, Smartmatics Government Systems corporate website and EVPP architecture studio website, among others.

Developed the USARPS.com league site, a Flash eShop for Sticars.com, an apartment rental website for departamentosnewyork.com

Smile&Soft

Founder, HTML/PHP Developer and UX Designer
April 2004 - October 2006 (2 years 7 months)

Founded the small studio in my home. Managed most sales efforts through online sites like Craigslist and also networking in the Fashion inudstry in Buenos Aires. Designed and developed more than 10 websites, including:

* Ona Saez website (3 seasons)
* Several websites frontend for US Congressmen websites (GovTrends Agency)
* eShop for Beleidades underwear website
* Fashion Brands in Australia (designed and managed by Anna Nicholson)
* Hot Site for Dueños campaign from Banco Hipotecario (Madre Agency)

Thomas Vie

HTML/PHP Developer & Interaction Designer
August 2005 - February 2006 (7 months)

Frontend developer for online news sites www.urgente24.com and www.sttamany.com.
Incorporated HTML & CSS standards practices.
Created a migration tool to migrate content from a custom Oracle database to a Typo3 MySQL database.

BananaFilms

Digital Asset Management

April 2005 - December 2005 (9 months)

Created an organized archive of all media assets, with standarized formats and naming conventions. Created authoring procedures for quick production of portable media presentations for sales. Created a rudimentary media sharing web application for international production services.

Education

The Open University

Course, Interface Design and Evaluation · (2008 - 2008)