

Spencer Cohen, PMP

contact@spencercohen.page · [LinkedIn](#) · spencercohen.page · Open to relocation anywhere in the U.S.

SUMMARY

Project Management Professional experienced in startup and corporate environments across the entertainment, manufacturing, and software development industries. Possesses a track record in supporting high-quality product development, stakeholder communications, and timely value delivery.

PROFESSIONAL EXPERIENCE

Gaming and Interactive Intern

The Walt Disney Company | 01/2025 – 06/2025 | Glendale, CA

- Managed daily licenser asset review coordination for [Disney Dreamlight Valley](#), using Jira and Airtable dashboards to track content updates across PC, console, and mobile
- Improved asset approval efficiency by 50% by standardizing review tagging and documentation across internal teams, reducing miscommunications and approval bottlenecks
- Facilitated reviews and feedback cycles across stakeholders, keeping marketing and brand departments aligned with external development teams
- Supported project managers on multiple confidential titles in development, contributing to build reviews, delivery schedules, and qualitative feedback that shaped milestone deliverables

Project Manager

Abducted Monkeys LLC | 03/2022 – 12/2024 | Remote

- Directed a team of 16 to create, Kickstarter-fund, and release video game [Lockjaw: Robo-Royale](#) and a team of 10 to release the cross-platform title [Trouble in Tornado Town](#) on Steam
- Maintained Jira dashboards to support sprint planning, asset scheduling, and bug tracking
- Supervised standups, retrospectives, and follow-up syncs to remove blockers and align on deliverables across art, engineering, audio, UI/UX and marketing disciplines
- Tracked production risks, maintained design documentation, and iterated on UX flow diagrams

QA Consultant

Naya | 03/2024 – 09/2024 | Remote

- Wrote and executed detailed test plans for an online project collaboration platform
- Collaborated with product managers to shape feature development and roadmap prioritization

R&D Intern

Drexel University, Center for Functional Fabrics | 09/2022 – 03/2023 | Philadelphia, PA

- Planned development schedule for [Cloth Car Challenge](#), an experimental textile-based hardware/software game prototype exhibited at the 2023 Game Developers Conference

Graphic Design and Marketing Intern

Data Display Systems LLC | 09/2020 – 03/2021 | Bensalem, PA

- Produced video, copy, and images for B2B email, digital ads, and social media campaigns
- Wrote handbook to support campaign workflows, content creation processes, and copy reviews

SKILLS

Task Coordination Tools: Airtable, Jira, GitHub, Perforce, Trello, Google Suite, Microsoft Office Suite
Project Management Methodologies: Agile, Scrum, Kanban, Waterfall

EDUCATION & CERTIFICATIONS

Bachelor of Science, Game Design & Production | Drexel University

[Project Management Professional Certification \(PMP\)](#) | Project Management Institute