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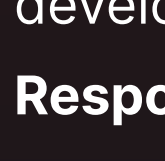
Project Manager · Processes from scratch

📍 Limassol, Cyprus

✉ Email 📠 Telegram
🌐 LinkedIn 📁 Portfolio

Project manager with 7+ years in IT and digital. I come in where there is no process yet and build one. At A-Players I built production from scratch: 10+ producers, 2 managers, up to 20 contractors and 11 products at the same time. In two months output grew from 527 to 2,000+ units a month. I keep product, design, development and marketing in one flow and give leadership numbers instead of status updates: deadlines, workload and cost. Bachelor's in project management, master's in digital communications.

🏢 Work Experience



A-Players

Dec 2025 - Present

AI Generalist · internal company products

Moved to the new AI department during a company restructuring: from production for one area to internal products used by the teams of every product. We started as two people; the team now includes several developers.

Responsibilities:

- Work on the company's internal products: the Creative Hub asset library, AI agents, bots and automations used by the teams of every product
- Collect requirements from product, marketing and production teams, turn them into a backlog and set priorities
- Work with developers: write tasks, agree on solutions and take them to release and support
- Built and maintain Slack bots for all active products: CreoFlow posts finished work to the product channel as soon as it is delivered; separate bots upload files to Figma
- Maintain the cross-project tracker: all work across all products in one table with live status
- Move automations from Zapier to internal services: removing the dependency on external subscriptions and making processes manageable
- Take part in developing Creative Hub, the internal storage that replaced Google Drive
- Every 1-2 months I test new image and video generation models: the same references through 5-6 models, a comparison of results and a recommendation on what to use in production
- Build tools for adjacent teams: for example, a bot that collects industry news and suggests LinkedIn post topics to employees

Achievements:

- Expanded my scope: from production for one area to internal tools used by the teams of every product
- Took part in moving about 80% of production to AI: model selection, automations and delivery bots. Some videos are assembled without a designer
- Helped replace Google Drive with internal storage with tags and search
- The department grew from two people to a team with developers



A-Players

Nov 2024 - Dec 2025

Production Project Manager · Team Lead

Built production from scratch for web products and subscription mobile apps: process, team, tools and reporting.

Responsibilities:

- Built the Asana workflow for 10+ producers, 2 managers, up to 20 contractors and the Growth and UA teams: separate boards for design, management and each product, connected by automations
- Ran two-week sprints: planning, a mid-sprint status check, a demo and a retrospective at the end. Inside each sprint I kept a weekly cycle: workload planning on Monday, daily status checks on the board, a review of finished work on Friday
- Defined the path of a task from idea to launch: a producer writes the task, design or generation prepares the assets, a motion designer delivers the final version with subtitles, and the finished file goes to launch. Turnaround from 1 day to a week for complex tasks
- Assigned tasks by skill and current workload, kept deadlines and stored all results in one place
- Created After Effects master templates so new hypotheses could be tested across all products without building from scratch
- Designed an iteration system in Google Sheets: each piece of work split into 5 components, new variants assembled from ready blocks
- Moved UGC shoots from Fiverr contractors to AI production and cut the cost
- Built and ran a pool of up to 20 contractors: sourcing, selection, rates, payouts
- Onboarded new contractors: guides and templates, reviews of first work, feedback until they reached the required quality
- Tested new generation tools as they launched (Kling, Veo, Runway, MiniMax, ElevenLabs) and brought into production the ones that met the quality bar
- Trained the team on new tools: wrote guides and ran sessions, after which the whole team used them
- Built a cost tracker: completed tasks export from Asana automatically with hours and rates, showing unit cost, total spend and daily output
- Moved statuses into boards and a dashboard to avoid extra meetings: leadership saw workload, deadlines and cost in real time

Achievements:

- Grew output almost 4x in two months: from 527 pieces in December 2024 to 2,000+ in February 2025
- Ran production for 11 products in parallel
- Replaced manual reporting with a live view: cost, spend and output update on their own
- Brought AI generation into production step by step, as models reached the required quality



AdQuantum

Dec 2022 - Nov 2024

Creative Producer · Project Team Lead

Responsibilities:

- Led a large client project: a team of 5 to 30 designers at a time and a project manager
 - Planned weekly scope and assigned tasks by skill and workload to avoid both idle time and overload
 - Picked people for project tasks and onboarded new contractors
 - Communicated with contractors daily: clarified briefs, removed blockers, made calls on disputed tasks
 - Reshuffled the task queue when priorities changed, moved deadlines and warned clients in advance
 - Reviewed work and gave feedback on quality and deadlines, sent work back for revision when it missed the mark
 - Ran the project from brief to delivery, owning quality and deadlines
 - Worked with sales and account managers: aligned priorities, client expectations and statuses for current and upcoming projects
 - Assessed incoming requests: scope, timeline and cost, and agreed the estimate with the client
 - Calculated cost from scope and rates and prepared commercial proposals for new clients
 - Kept project reporting: progress, budgets, team workload and results
 - Ran retrospectives and implemented changes based on them
 - Brought AI tools (Stable Diffusion, Midjourney) into the team's work
- #### Achievements:
- Set up processes that cut production time and raised team capacity
 - Set up collaboration with sales, account managers and contractors and removed idle time between stages
 - The work affected clients' return on investment and led to long-term contracts
 - Built client relationships and improved retention



AdQuantum

Apr 2021 - Dec 2022

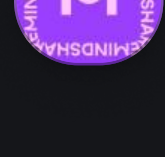
Project Manager

Responsibilities:

- Assigned banner and video tasks among designers based on skills and current workload
- Ran the task queue: every designer had a clear priority and deadline for the day
- Tracked progress and gave feedback on quality and deadlines along the way
- Reviewed work against the brand book and project requirements
- Found, connected and onboarded new contractors and tools
- Maintained the source material database to speed up projects
- Tracked banner CTR and kept financial records for projects and contractors
- Worked in Jira, Miro, Figma, Adobe Creative Suite and Blender

Achievements:

- Raised average CTR through work review and analysis of campaign results
- Improved campaign metrics through data-driven decisions
- Set up a process where on-time delivery became the norm
- Ran asset production for key clients



MindShare

Oct 2020 - Apr 2021

Project Manager

Responsibilities:

- Managed project budgets and timelines
- Planned and coordinated digital deliverables: banners, email campaigns, HTML articles for websites
- Worked with OLV and other media formats and tracked placement results
- Brought in and onboarded internal staff and contractors
- Prepared animated content for social media
- Kept project reporting and technical documentation
- Worked in Jira, Confluence, Asana, Figma and Adobe Creative Suite

Achievements:

- Ran parallel digital projects for international clients, including Nestlé and Unilever
- Took part in creating a campaign for a well-known brand
- Improved efficiency through resource allocation and tool selection



Apriori

Apr 2019 - Aug 2020

Project Manager

Responsibilities:

- Ran up to 15 projects at the same time, from order intake to delivery
- Calculated cost and timelines and agreed terms with clients
- Wrote specifications and selected contractors for projects
- Handled internal and external communication, including international clients
- Kept project documentation and CRM data
- Issued invoices and handled settlements
- Worked in SmartCat, Microsoft Office and Adobe

Achievements:

- Took over and ran a key client account
- Fully coordinated projects for a large international pharmaceutical company
- Handled over 80 projects a month
- Completed a long, large project that noticeably affected company revenue

🛠 Tools

Asana Jira Confluence Miro Slack Google Sheets [Notion?] Figma Blender Adobe Creative Suite After Effects Kling Veo Runway ElevenLabs Claude Code Codex Cloudflare Workers Zapier Google Apps Script Asana API Slack Bots

🧑 Skills

Project management Leadership Communication Negotiation Adaptability Agile Scrum Kanban Retrospectives

Task prioritisation Planning and deadlines Budgeting Risk management Quality control Data analysis and reporting Writing specifications

Process optimisation Working with contractors Working under uncertainty

🎓 Education

RANEPА · Digital Communications and New Media

Sep 2019 - Aug 2021

Master's degree

- Building and running communication strategies for different platforms and audiences
- Producing and managing digital content: text, video, multimedia
- Social media promotion and measuring results with data
- Leading communication projects and delivering on time
- Working in international and multicultural settings
- Legal and ethical questions: data protection and intellectual property

RANEPА · Project Management

Sep 2015 - Aug 2019

Bachelor's degree

- Long-term project planning: roadmaps and schedules
- Identifying, assessing and mitigating risks at every project stage
- Tracking execution through KPIs and monitoring tools
- Budget management: cost estimation, resources, financial control
- Resource allocation to improve project productivity
- Leading teams: motivation, task distribution, conflict resolution
- Current project management approaches, including Agile and Scrum
- Practice on real projects
- Analysing complex situations and deciding under uncertainty

🗣 Languages

English

Upper-Intermediate

Russian

Native

Greek

Beginner

Portfolio

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