Fred Galpern

(401) 523 8775 | 117 Colonial Road, Providence, Rhode Island 02906

fredgalpern@gmail.com | https://fredgalpern.com | https://www.linkedin.com/in/fredgalpern/

PROFESSIONAL SUMMARY

Over 15 years leading cross functional teams, delivering successful mobile, console and hardware game products. Skilled in combining creative direction with emerging technology to build products that perform. Experience managing remote teams, growing live ops KPI's, and guiding projects from concept through launch.

SELECTED ACCOMPLISHMENTS

• Built PuzzleNation from 0 to 2M ARR in three years, small staff, 50M installs, 35% user retention.
• Invented task tracking system used by Epic & Harmonix (1,000+ users, 18 years of use to date).
• Designed, developed and shipped iCade controller (TIME "Top 10 Gadgets"), 150k first quarter units.

CORE EXPERTISE

• Game production • Live ops monetization • Game development • Mobile & console development • Product roadmaps & strategy • Team leadership & remote culture • User acquisition campaigns • Cross discipline collaboration • P&L ownership • AI integration • Project management skills • Project timelines • Management skills • Results oriented • Communication

PROFESSIONAL EXPERIENCE

SPECIALIST

Apple, Providence, RI

07/2025 to present

• Work directly with customers to uncover their needs. • Guide customers through the sales journey to find a custom solution that benefits their unique device requirements. • Assist customers beyond sales with setup, troubleshooting and device protection.

EXECUTIVE PRODUCER (consultant)

Tricky Fast Games, Warwick, RI

01/2024 to 07/2025

• Lead virtual game studio business development lead for mobile, PC, and web projects. • Create pitch materials and delivery on multiple game titles, resulting in interest from major publishers. • Collaborate with cross functional teams to drive innovation and creativity in game development projects.

DIRECTOR OF DIGITAL GAMES

PuzzleNation, Norwalk, CT

03/2013 to 08/2024

• Founded mobile puzzle game app studio and grew to profitability in 18 months. • Managed P&L, hiring, and product roadmaps. • Reduced cost per install by 35 % and doubled daily active users in 6 months. • Delivered 12 word puzzle titles, achieving a 4.7 star average and 50M installs. • Negotiated featured placements in major app stores to triple organic installs during campaigns. • Managed $1M annual marketing budget.

EXECUTIVE PRODUCER (consultant)
Hasbro | Harmonix Music, Pawtucket, RI
04/2014 to 11/2019
• Directed cross company integration for DropMix tabletop hardware and software game app, shipped on schedule, 250k units Year 1, CES 2017 Gaming honoree. • Coordinated 40 person external dev team and internal toy division on My Little Pony mobile game app, increased D30 retention. • Mentored junior PM cohort, instituted agile rituals that cut iteration cycle time.

EXECUTIVE PRODUCER | SENIOR PRODUCT MANAGER
inMusic, Cumberland, RI
01/ 2009 to 01/2013
• Launched iCade controller with ThinkGeek & Apple retail, 50k units sold Q1. • Drove $22M DJ rhythm game (Xbox 360, PS3, PC, iOS) from concept to publisher greenlight. • Introduced portfolio strategy delivering 16 new hardware SKUs and boosting division annual revenue for 3 consecutive years.

LEAD PRODUCER | ART DIRECTOR
Blue Fang Games, Waltham, MA
03/2002 to 01/2009
• Led team of 50 creators in design, development and shipping on Zoo Tycoon 2 (Wii/PC/DS) with $16 M budget; 2M franchise units sold. • Created proprietary task tracking and approval system, increased sprint velocity, licensed system to Epic & Harmonix. • Managed publisher relationships with Microsoft and THQ, achieved 100 % on time milestone acceptance and payment.

ADDITIONAL EXPERIENCE
INSTRUCTOR | Rhode Island School of Design | 01/2016 to Present | Digital art software.
INSTRUCTOR | Northeastern University | 09/2006 to 05/2009 | Digital arts and game development.
PRODUCER | Hasbro | 01/2000 to 03/2002 | Fantasy Factory team lead for game, TV and film projects.
PRODUCER | Looking Glass Studios | 01/1998 to 03/2000 | PC and mobile game development team lead.
DESIGN LEAD | Accurate Imaging | 03/1995 to 01/1998 | Website and Presentation design lead.

EDUCATION
• Bachelor of Fine Arts | The University of the Arts | Philadelphia, PA
• IBM Certificate | Introduction to Artificial Intelligence | September 2024

AWARDS & HONOR
• Time Magazine Top 10 Gadgets 2011 | iCade
• Best of CES 2011 | iCade

TOOLS & TECH
Trello • Unity • JIRA • Figma • Adobe Creative Cloud • Taskmaster • Slack • ChatGPT • Gemini • Agile • Scrum • Waterfall • Kanban • Game design documentation (GDD) • Sprints • QA testing; • UX/UI • iOS • Android • PlayStation • Xbox • Nintendo Switch • Steam