

Toomas Taro

Project & Delivery Manager | Technology & Digital Products

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SUMMARY

Project & Delivery Manager working across software development, game production, iGaming, digital products, operations, QA and systems analysis.

I bring structure to complex environments, align teams, clients and stakeholders, and keep delivery moving toward a clear, predictable outcome.

DELIVERY PROFILE

- **Project delivery:** planning, scope, schedules, dependencies, risks, budgets, change requests and releases | Agile, Scrum, Kanban and hybrid delivery
- **Teams & stakeholders:** cross-functional coordination across engineering, QA, DevOps, art and operations | client and vendor communication
- **Process improvement:** practical workflows, reporting, onboarding and service processes that improve visibility and remove friction
- **Technical foundation:** full software development lifecycle | requirements, user stories, acceptance criteria, UAT and quality assurance

PROFESSIONAL EXPERIENCE

XDEV Central | Project Manager | 2024—2026

Software development, VR, game art, animation and iGaming projects

- Managed **2–3 parallel projects** across the full SDLC, coordinating development, QA, DevOps, art and operations.
- Owned scope, schedules, risks, dependencies and delivery expectations across teams, clients and vendors.
- Delivered a freelancer-management platform for **100+ contractors** and automated onboarding that made the process **5–10× faster**.
- Introduced structured service workflows and centralized support, reducing response time by **80%**.

Magic Media | Head of Operations | 2020—2024

Distributed delivery and technology operations across international teams and locations

- Opened and operationalized new delivery locations; standardized workflows, communication and reporting.
- Built and mentored distributed teams and improved collaboration across functions and countries.
- Led a phased company-wide transition to open-source software, reducing annual licensing costs by approximately **€300,000**.

Magic Media | Project Manager / Producer | 2016—2020

Outsourcing and co-development for international game studios across desktop, mobile and VR

- Managed **2–5 parallel projects** across multiple countries, including budgets, risks, milestones and change requests.
- Worked with Remedy, Beenox, Avalanche Studios and Supermassive Games on projects related to Quantum Break, The Quarry, Call of Duty and theHunter: Call of the Wild.

KeMIT | Business & Systems Analyst | 2014—2016

- Translated stakeholder needs into requirements, user stories, acceptance criteria and UAT plans for a national environmental information system.

Tantum Group | Project Manager | 2009—2014

- Managed development of service, CRM, payments, billing and customer-support systems for a web-hosting business.

SQA Partners | QA Team Lead / Software Tester | 2005—2009

- Led QA delivery and client communication across international outsourced software projects.

INDUSTRY EXPERIENCE

Game Development | iGaming | Software & Digital Products | Technology Operations | Government Systems | Web Hosting & Payments

CREDENTIALS & EDUCATION

Certifications PMP — Project Management Professional | CAMS — Certified Anti-Money Laundering Specialist | CTFL — Certified Tester Foundation Level

Education MSc, Information Technology — TalTech | BSc, Computer Science — TalTech