

Eric McConnell

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Work Experience

Google

Mountain View, CA

Product Manager

May 2018- Present

- Drove the development of Google Assistant discovery and external deep links, Actions on Google, by coordinating with engineering leadership and global partnerships team to drive more usage and business onto the Google Assistant
- Established new metrics, reports and dashboards as a part of the Google Assistant's Analytics offering for both Google Assistant leadership and external developers on the platform
- Led the prioritization and roadmap for all of Google Assistant's developer SDK and API

Zynga

Carlsbad, CA

Product Manager

Aug 2017- May 2018

Senior Software Engineer

Jan 2017-Jul 2017

Server Software Engineer

May 2016-Dec 2016

- Worked in both Zynga's Match-3 and Social Casino divisions as a Server Engineer, a Gameplay Engineer and a Product Manager
- Both Engineering and Product Lead for game event management systems on a top 20 match-3 game. Drove design, analytics and engineering that led to a 50% increase in daily revenue
- Worked with cross functional teams in designing, executing, and conducting A/B tests on a new leagues feature that drove player Lifetime value by 30%
- Collaborated with central marketing and user acquisition teams to improve return on ad spend and installs by 11% through a framework based on player lapse and likelihood to spend

Rockstar Games

Carlsbad, CA

Technical Game Designer

May 2014-May 2016

- Game design and programmer dual role on Red Dead Redemption 2's Online Multiplayer team
- Led a team of 3 technical game designers in the development of Red Dead Redemption 2's game economy (packages, price points, sinks), the design of game systems to support real money transactions and the extension of existing game content to support long term engagement
- Identified key monetization opportunities through analyses and game system design in Grand Theft Auto Online that allowed the game to enjoy 5 years of being a top 10 grossing game

Skills & Certifications

Certified Ethical Hacker (CEH)
Security+, CompTIA

Unity, Mobile Game Monetization
Triple AAA Game Design &
Experience

A/B Testing & Experimentation
Google Analytics, SQL

Extracurriculars

- Host for This Week in Games Post, available on Soundcloud, iOS, Google Play & Spotify
- Blogger on Game Design After Hours

thisweekingames.com

gamedesignafterhours.com

Education

Clemson University

Clemson, SC

Master of Science in Computer Science

Western Carolina University

Cullowhee, NC

Bachelor of Science in Computer Science