Madeline Grenier

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Graduate Student with experience leading Agile software development teams of up to 30 members. Certified CAPM and ScrumMaster with history of leading team projects effectively remaining on schedule and mitigating crunch time. Currently completing an MBA in Project Management.

SKILLS

- Jira, Confluence, ClickUp
- Mattermost, Slack,
- Risk management
- Google Docs, Sheets, Slides
- Microsoft Powerpoint, Excel
- Scrum, Agile, Waterfall, Kanban
- Tortoise SVN, Git, Fishbowl, BitBucket
- Unity, Unreal Engine
- Quality Assurance
- Project Schedules

EDUCATION

Champlain College, Burlington, VT
Master of Business Administration in Project Management, Expected May 2027
Bachelor of Science Degree in Game Design

CERTIFICATIONS & AWARDS

- Certified Associate in Project Management (CAPM)
- Certified ScrumMaster (CSM)
- 2nd Place– Elevator Pitch (Entrepreneur & Job Seeker Category)

EXPERIENCE

Digital Project Manager Intern
*Connelly Partners, Boston MA***,** September 2026 - Present

- Collaborate with cross-functional website development teams to identify workflow improvements
- Conduct website QA testing to identify defects, usability issues, and opportunities for improvement
- Research hybrid Agile and Waterfall methodologies to identify effective development workflows across multiple client projects.
- Organize documentation directories for optimized informational workflows

VR Designer for Maritime Museum
*Champlain College, Burlington VT***,** January 2026 - May 2026

- Coordinated design and delivery of an educational VR museum exhibit from development to shipment
- Communicated directly with stakeholders, gathering feedback to polish dialogue and deliverables
- Developed accessible dialogue and gameplay designed for museum visitors across a broad range of ages.
- Researched and organized historical documentation for high quality implementation of information

Team Lead/Game Design Intern
*Sports Media, Online***,** June 2025 - August 2025

- Led a cross-disciplinary team of 30 interns across multiple projects while introducing scrum methodology
- Presented weekly progress to stakeholders to ensure effective communication
- Established performance standards for newly established Scrum Master roles
- Facilitated and led meetings, coordinating inputs, tracking progress, and enforcing milestones

Producer / UI/UX Designer for BreakaBull,
Champlain College, Burlington, VT August 2025 - May 2026

- Facilitated a team of 16 in developing a VR Unity physics sim in a studio environment
- Executed Scrum Master Methodologies throughout sprint planning
- Planned scope effectively to mitigate risks and ship title with effective task management
- Optimized documentation directories, including Jira and Confluence for current and onboarded members
- Presented reveal trailer and development summary to industry professionals at GDC during the Vertical Slice event benefitting the charity Able Gamers