

# JAKUB BROŽ

Product and Project Leader  
with expertise in Space &  
Defense, UX/UI, Machine  
Learning, and Video Games.

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## CORE COMPETENCIES

Product & Creative Leadership

SW & HW Development

UX/UI Design

Machine Learning Applications

Cross-discipline teams' leadership

Space & Defense Technologies

Videogames Development

Strategic Analysis & Communication

Diplomacy & Public Speaking

Stakeholders Engagement

## TOOLS

Jira, Confluence, Trello, ClickUp

Figma, Unreal Engine 5

Github

Notion

Shotgrid

Perforce

Miro

## LANGUAGES

English (active, C1)

French (passive, B1)

Persian (passive)

I'M A MULTIPOTENTIAL PEOPLE LEADER WITH THE ABILITY TO BRIDGE DISCIPLINES, INDUSTRIES, AND TECHNOLOGIES. I THRIVE IN COLLABORATION WITH CREATIVE AND PASSIONATE PEOPLE, CREATING A SAFE, INCLUSIVE ENVIRONMENT WHERE THEY CAN GROW AND UNLOCK THEIR FULL POTENTIAL. OVER THE COURSE OF MY LIFE, I'VE NATURALLY GRAVITATED TOWARD ENVIRONMENTS THAT REQUIRE ADAPTABILITY, CALM UNDER PRESSURE, AND THE ABILITY TO FIND A WAY FORWARD THROUGH CREATIVITY AND KNOWLEDGE.

## KEY EXPERIENCE

### Hangar 13 Games

**PRODUCER & INTERIM UX LEAD** / 2022 - 2025

- Led a 17-person UX/UI team, streamlining production and implementing best practices.
- Served as Interim UX Lead, guiding UX direction and coordinating team efforts.
- Managed outsourcing and co-development partnerships, with a focus on art disciplines and motion capture.

### SpaceKnow

**PRODUCT LEAD, DEFENSE & INTELLIGENCE** / 2019 - 2022

- Led the development of cutting-edge defense and intelligence solutions.
- Coordinated large, multi-disciplinary team.
- Defined product strategy, roadmaps and led product design efforts.
- Fostered strong client relationships via direct communication and feedback gathering.
- Secured €420k in institutional funding from the European Space Agency.

### Ministry of Defense of the Czech Republic

**DEPUTY HEAD OF INTERNATIONAL INDUSTRIAL COOPERATION** / 2017- 2019

- Developed and expanded international industrial and R&D partnerships.
- Managed projects and implemented best practices for international collaboration.
- Served as Acting Head of Department and Deputy Director for 5 months.

## FEATURED EDUCATION & COURSES

- **UX/UI FOR GAMING WITH IVY SANG BY ELVTR** / 2023  
Intense 8 weeks long course focused on full UX/UI development cycle
- **GAME DESIGN BY GAMEDEVHUB** / 2022  
GameDev 101 & Basic Game Design course
- **SPACE MISSION DESIGN & OPERATIONS BY EPFLX** / 2019  
Explored key concepts in spacecraft design and operations