



Carmen Fuentes Alba

PROJECT & PRODUCT MANAGER

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CORE SKILLS

Project Management

Team Leadership

Product Strategy

Roadmap Planning

Stakeholder management

Budget Control

Risk Management

Agile · Scrum · Kanban

OKRs & KPIs

Data-driven decisions

Discovery & Ideation

UX & Prototyping

TOOLS & STACK

Jira · Confluence

Notion · Youtrack · Asana

Teams · Slack

Testlink

Project · Excel

Figma · Figjam

Inkscape

Canva

DaVinci Resolve

Java · HTML5 · SQL · Py

ChatGPT · Claude · Gemini

Git · Mercurial

LANGUAGES

Spanish

NATIVE

English

C1 PROFICIENT

French

A1 BASIC

OFFICIAL CERTIFICATIONS

PMP® Certified
Project Management Institute · 2017

MSc Project Management
EAE Business School Madrid · 2017

BEng Computer Engineering
Universidad Carlos III de Madrid · 2011

Turning complex problems into *shipped products*.

From spacecraft mission control systems to games enjoyed by millions worldwide — I bridge customer needs, business objectives, and technology to create impactful products. PMP-certified, passionate about product creation and building teams that truly own and care about what they build.

EXPERIENCE

Mar 2024
Present
GMV

Project & Service Manager · Aerospace

Leading the development of a **Mission Control System (MCS) for the European Space Agency (ESA)**, used in active and future spacecraft missions — from Earth observation satellites to deep space exploration. Orchestrating a multi-vendor environment with 6 subcontracting companies and an internal distributed team of 15–20 engineers across Germany, Poland, Portugal and Spain.

- **Client ownership** — direct interface with ESA; progress reporting, financial status updates and scope negotiation on multi-million euro frame contracts.
- **Multi-company orchestration** — aligning 6 external subcontractors, keeping delivery on track without losing momentum or relationships.
- **Delivery under pressure** — complex milestones met on time in a high-stakes aerospace context, with consistent client satisfaction.
- **Risk-forward approach** — proactive identification and mitigation of risks across schedule, scope and budget.

ESA / Space

Jira · Confluence · Youtrack

Gitlab

Agile · Scrum

Excel · MS Suite

Copilot · ChatGPT

Feb 2014
Mar 2024
Metronia BYCE

Product & Project Manager · Gaming Lab

Over a decade, running the game development laboratory end-to-end — **from idea to production**. Dual role as both Product Manager (concept, design, UX, mockups, demo-driven acceptance) and Project Manager (scope, schedule, risk, quality and cross-department alignment with marketing, operations and systems). Built a culture where developers, designers and QA felt genuine ownership of what they created.

- **Bandai Namco collaboration** — led direct co-development with Bandai Namco Japan on a PacMan-themed game product.
- **Multi-region interconnected game system** — led the design and development of a distributed gaming architecture enabling real-time gaming across regions.
- **Full-lifecycle product ownership** — ran discovery, sketching, mockup review, sprint cycles, stakeholder demos and production releases for web, embedded and back-office products.
- **Development optimisation** — introduced tools, processes and workflows that boosted coordination and efficiency across the gaming lab.

Product Strategy

Project Management

Tools Admin

UX/UI

Cross-functional Bridge

Portfolio Management



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WHAT SETS ME APART

- User-oriented** I start with people, not solutions. I dig into what users are trying to achieve, what gets in their way, and what is actually worth solving.
- Cross-functional bridge** I align clients, marketing, operations and development around a shared understanding of the problem, speaking each team's language.
- Product obsessed** I can spend hours dissecting a problem, sketching solutions, testing ideas and stress-testing assumptions before a single line of code is written.
- Comfort in ambiguity** I do not need a perfect brief to start moving. I define the problem, align the team around it, and create structure where there was none.
- MVP mindset, perfectionist soul** I focus on delivering meaningful impact quickly, balancing high standards with the speed needed to learn and adapt.
- Curious by default** I ask why before how. Deeply understanding the real problem is always more valuable than building the wrong solution.
- Proactive & hands-on** I don't wait to be told where the problems are. I spot gaps, define the path forward, and roll up my sleeves alongside the team.
- AI as a multiplier** I use AI daily to compress thinking, accelerate output, challenge assumptions, and sharpen decisions, while keeping my own judgement.

2010
2013

EA · Fujitsu ·
Metronia

Developer & QA - Early Career

Hands-on roles in web game development (Java, Flash, HTML5, JS), web application engineering at Fujitsu Technology Solutions (Java EE, Spring, Hibernate), and software localisation QA at Electronic Arts. This technical foundation informs how I manage and communicate with development teams today.

EDUCATION

MSc in Project Management

EAE Business School, Madrid

2016 – 2017

BEng Computer Engineering

AI Specialization

Universidad Carlos III de Madrid

2004 – 2011

ABOUT ME

I am a **PMP-certified Project and Product Manager** with over **15 years of experience** working at the intersection of technology, business, and people. I started my career as a **software engineer**, and that foundation has stayed with me ever since. It allows me to move comfortably between technical discussions and client conversations, understanding architectural trade-offs deeply, and then explaining them clearly and without unnecessary complexity.

For almost a decade, I **led a game development lab** end-to-end, covering the full product lifecycle from discovery and early sketches to production and release. What I value most from that period is not a single product, but the culture we built: teams with real ownership, where ideas were shared freely and people genuinely shaped what they were building. During that time, I also led a direct co-development with Bandai Namco Japan and helped deliver a distributed gaming system across multiple regions, among many other exciting projects.

Today, I manage the development of a **Mission Control System** for the **European Space Agency**, coordinating six subcontractors and distributed teams across countries. It is a highly complex environment with critical dependencies, large-scale coordination, and multi-million euro budgets, where consistency and trust matter as much as delivery.

I naturally connect the dots across development, marketing, operations, and client stakeholders, and I perform best in environments where ambiguity is the starting point. I don't wait for problems to surface; I actively look for them, align teams around solutions, and drive execution forward.

One constant throughout my career is **curiosity**. I don't get tired of learning: anything that comes my way becomes an opportunity to understand, build, or improve. That same mindset shows up outside of work, where I build mobile apps, design and craft furniture, and enjoy every single new hobby that I try.

Discover how I think. How I work

<https://theauthentikme.com>

Reach out if you think we are a good fit

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