

# Fred Galpern

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## **PROFESSIONAL SUMMARY**

I've shipped games on disc, in app stores, and in toy aisles. Over 28 years I've led teams of 75, managed \$22M budgets, and built a mobile studio from scratch that reached profitability in 18 months and grew to 50M installs. From PC and console to iOS hardware and live-service mobile, I bring data-driven instincts, deep production discipline, and the experience to know what goes wrong before it does. Equally strong in creative direction and product strategy, I translate between engineers, designers, marketers, and executives without losing the thread from concept to launch to live ops.

## **SELECTED ACCOMPLISHMENTS**

- Built PuzzleNation from 0 to \$2M ARR in three years, small staff, 50M installs, 35% user retention.
- Invented task tracking system used by Epic & Harmonix (1,000+ users, 18 years of use to date).
- Designed, developed and shipped iCade controller (TIME Top 10 Gadgets), 150k first quarter units.

## **CORE EXPERTISE**

Game production • Live ops monetization • Game development • Mobile & console development • Product roadmaps & strategy • Team leadership & remote culture • User acquisition campaigns • Cross-discipline collaboration • P&L ownership • AI integration • Project management • Executive communication

## **PROFESSIONAL EXPERIENCE**

### **COMMUNITY SPECIALIST**

Apple, Providence, RI  
01/2026 to Present

- Promoted to full-time Community Specialist role, deepening consumer insight and product empathy through daily direct customer engagement. • Represent Apple as a brand ambassador while translating front-line customer intelligence into stronger creative and production leadership. • Build cross-functional relationships that inform product strategy and user experience instincts.

### **SPECIALIST**

Apple, Providence, RI  
07/2025 to 01/2026

- Delivered hands-on consumer experience representing Apple, developing product empathy and direct consumer insight through daily customer engagement. • Guided customers through the full sales journey to find custom solutions. • Assisted customers beyond sales with setup, troubleshooting, and device protection.

### **EXECUTIVE PRODUCER (consultant)**

Tricky Fast Studios, LLC, Warwick, RI  
01/2025 to 07/2025

- Led business development for independent game studio focused on mobile, PC, and web. • Created and delivered pitches for multiple original titles, generating interest from major publishers. • Managed cross-functional teams across design, engineering, and art to drive innovation in game development.

## **DIRECTOR OF DIGITAL GAMES**

PuzzleNation, Norwalk, CT

03/2013 to 08/2024

- Founded mobile puzzle game studio and grew to profitability in 18 months. • Managed P&L, hiring, and product roadmaps. • Grew studio from 0 to \$2M ARR; delivered 12 word puzzle titles achieving a 4.7 star average and 50M installs. • Reduced cost per install by 35% and doubled daily active users in 6 months.
- Negotiated featured placements in major app stores to triple organic installs during campaigns. • Managed \$1M annual marketing budget.

## **EXECUTIVE PRODUCER (consultant)**

Hasbro | Harmonix Music, Pawtucket, RI

05/2014 to 09/2017

- Directed cross-company integration for DropMix tabletop hardware and software game app, shipped on schedule, 250k units Year 1, CES 2017 Gaming honoree. • Coordinated 40-person external dev team and internal toy division on My Little Pony mobile game app, increased D30 retention. • Mentored junior PM cohort, instituted agile rituals that cut iteration cycle time.

## **EXECUTIVE PRODUCER | SENIOR PRODUCT MANAGER**

ION Audio (inMusic), Cumberland, RI

01/2009 to 01/2013

- Launched iCade controller with ThinkGeek & Apple retail, 50k units sold Q1; grew game library to 500+ titles in under two years. • Drove \$22M DJ rhythm game (Xbox 360, PS3, PC, iOS) from concept to publisher greenlight. • Introduced portfolio strategy delivering 16 new hardware SKUs and boosting division annual revenue for 3 consecutive years.

## **LEAD PRODUCER | ART MANAGER**

Blue Fang Games, Waltham, MA

03/2002 to 01/2009

- Led team of 50 creators in design, development and shipping of Zoo Tycoon 2 (Wii/PC/DS) with \$16M budget; 2M franchise units sold. • Created proprietary task tracking and approval system, increased sprint velocity, licensed system to Epic & Harmonix. • Managed publisher relationships with Microsoft and THQ, achieved 100% on time milestone acceptance and payment.

## **EARLY CAREER & TEACHING**

PRODUCER | Looking Glass Studios | 01/1998 to 03/2000 | PC and console game development team lead on System Shock 2 and Thief.

INSTRUCTOR | Rhode Island School of Design | 01/2016 to Present | Digital art software.

## **EDUCATION**

- Bachelor of Fine Arts | The University of the Arts | Philadelphia, PA
- IBM Certificate | Introduction to Artificial Intelligence | September 2024

## **AWARDS & HONORS**

- Time Magazine Top 10 Gadgets 2011 | iCade
- Best of CES 2011 | iCade

## **TOOLS & TECH**

- Trello • Unity • JIRA • Figma • Adobe Creative Cloud • Taskmaster • Slack • Claude • Gemini
- Agile • Scrum • Waterfall • Kanban • Game design documentation (GDD) • Sprints • QA testing
- UX/UI • iOS • Android • PlayStation • Xbox • Nintendo Wii • Steam