ANDREW BARRON

SENIOR PRODUCT MANAGER | DEFENSE MODELING & SIMULATION (M&S), WARGAMING & MISSION SOFTWARE
Orlando, FL | (321) 324-3733 | awbarron84@gmail.com | linkedin.com/in/andrew-w-barron | Active U.S. Top Secret Clearance

PROFESSIONAL SUMMARY

Senior product and technical-program leader with nearly two decades of experience developing defense modeling and simulation (M&S), wargaming, and mission-software products. Combines hands-on technical design, frontline user discovery, and executive-level delivery leadership to translate military-user needs into roadmap priorities, requirements, and cross-functional delivery. Led a repeatable product-content development lifecycle—from requirements analysis and estimation through use cases, production, validation, release, feedback, and reuse—and dual product and program delivery for an $11M+ annual U.S. Army account, achieving delivery at 85–90% of planned annual labor budget. Active U.S. Top Secret clearance.

CORE EXPERTISE

Simulation & Wargaming Workflows	Product Strategy & Roadmap	Product Ownership
Requirements Analysis	Product Development Lifecycle	Customer Discovery
Validation, Release & Reuse	Cross-Functional Leadership	Agile / Scrum / PI Planning
Scrum Master / Product Owner	Design Thinking	Backlog Prioritization

PROFESSIONAL EXPERIENCE

OneArc (formerly Bohemia Interactive Simulations, a BAE Systems company) | *Orlando, FL* — Apr 2024–Present

Technical Program Manager

- Lead delivery across strategic U.S. Army and Marine Corps defense-simulation programs, balancing program execution, customer outcomes, financial discipline, and long-term account growth.
- Partner with Sales, Business Development, and Customer Success Engineering to connect field feedback with delivery plans, proposals, and account-expansion opportunities.
- Helped rebuild trust in a strategic Marine Corps account through deeper customer engagement, iterative delivery, and prioritization of capabilities that expand adoption of the product ecosystem.
- Brief executive leadership on program health, delivery priorities, customer conditions, financial performance, risk, and account strategy; guided products through DoD cybersecurity inspections and Authorization to Operate activities.

Bohemia Interactive Simulations | *Orlando, FL* — Aug 2021–Apr 2024

Product Director

- Owned product and program delivery for the company's largest U.S. Army account, including an $11M+ annual labor budget; aligned customer discovery, roadmap priorities, contract delivery, schedule, and financial performance.
- Operationalized Agile government delivery for evolving requirements through continuous requirements discovery, PI planning, and stable cross-functional product teams.
- Delivered at approximately 85–90% of planned annual labor budget by reducing low-value work, maintaining direct customer feedback loops, and converting customer needs into reusable product-baseline capabilities.
- Served as Product Owner for a major redesign of military-AI behaviors, translating operational needs into a prioritized backlog and delivered capabilities with a dedicated Scrum team.
- Created an embedded Field Service Representative model in the customer's test environment, improving visibility into product use, support needs, and requirements; the model later expanded across customer accounts.

Bohemia Interactive Simulations | *Prague, Czechia* — Aug 2015–Aug 2021

Design Director

Established a repeatable product-content development lifecycle: requirements analysis and estimation through use cases, production, validation, release, and feedback.

As Product Development Lead, directed the VBS3 product group of up to 40 people; as Lead Producer / Technical Project Manager, led three cross-functional Scrum teams and coached Scrum Masters and Product Owners; supported 100+ estimates, 20+ projects, and 10+ releases annually.

Served as Product Owner for VBS4, helping deliver the next-generation flagship product on time and on budget.

Led a 15–20-person technical-design organization across four offices, spanning technical game design, UI/UX design, front-end UI development, and video production.

Championed development-wide Agile and organizational change as the company scaled from 100 to 300+ staff, shifting siloed handoffs to stable cross-functional Scrum teams and product groups; improved efficiency and quality by 200%+ within 18 months.

Established the company's first internal UI/UX capability by hiring the first UX design lead and integrating UX into the product-development model.

Bohemia Interactive Simulations | *Prague, Czechia* **Aug 2013–Aug 2015**

Lead Designer

Led technical design for military-simulation products, translating customer and operational requirements into implementable designs, estimates, use cases, and development plans.

Worked across design, engineering, QA, and product stakeholders to define features, clarify requirements, and strengthen handoffs into development.

Kaki Kaiwa | *Prague, Czechia* **Feb 2019–Jun 2020**

Co-Founder & CTO | Part-time

Co-founded an AI-assisted language-learning product for Japanese learners of English and led the path from early concept through UX, prototyping, engineering coordination, and a live iPhone MVP.

Defense Advanced Research Projects Agency (DARPA) | *Afghanistan* **Jun 2012–Jun 2013**

Field Service Representative | TransApps

Fielded Android-based mobile applications across 20+ units and 12+ frontline bases; trained officers and NCOs, provided product support, and translated recurring field feedback into actionable requirements for the U.S.-based development team.

Bohemia Interactive Australia | *Newcastle, NSW, Australia* **Aug 2006–Sep 2010**

Technical Game Designer

Joined as an early employee and helped build the initial release of Virtual Battlespace 2, designing and scripting core gameplay and simulation capabilities while working across product design, implementation, support, and training.

United States Marine Corps Reserve | *Various locations* **Jun 2002–Apr 2012**

Noncommissioned Officer / Civil Affairs Specialist

Deployed to Afghanistan as a Civil Affairs Specialist embedded with infantry units; conducted community engagements, supported civil-military operations, and completed 100+ combat patrols.

EDUCATION & CERTIFICATIONS

B.S., Computer Information Systems, DeVry University | A.S., Computer Information Systems, Shoreline Community College

Certified Scrum Professional – Product Owner (CSP-PO) | Certified Scrum Professional – ScrumMaster (CSP-SM) | Certified Scrum Product Owner (CSPO) | Certified ScrumMaster (CSM)