

MIKHAIL BAKHMAN

Founder-Side Operator | Special Projects, Growth & Monetization | Gaming, AI & Digital Products

Saint Petersburg, Russia | Open to Serbia, China or other locations with visa and relocation support
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PROFESSIONAL SUMMARY

Founder-side gaming operator and commercial troubleshooter who turns ambiguous priorities into owned workstreams, deadlines and measurable outcomes. The recurring pattern across roles is diagnosing the first constraints that keep a project stuck, building the operating logic around them and carrying execution through to a visible result. Combines 24+ years in gaming and esports with owner-facing launches, product strategy, monetization, team coordination and AI-assisted delivery.

CORE COMPETENCIES

Founder & CEO Support | Strategic Execution | Closing Open Loops | Bottleneck Diagnosis | Portfolio & Project Coordination | Operating Cadence | Stakeholder Alignment | Product Strategy | Monetization & Growth | Gaming & Esports | Team Leadership | AI-assisted Delivery

PROFESSIONAL EXPERIENCE

Co-Founder, Product & Growth - RANKID

Remote | Jun 2026-Present

- Work alongside the technical co-founder on a beta-stage squash platform spanning ratings, tournaments, live scoring, player and club profiles, booking, subscriptions, advertising and commerce.
- Turn strategic questions into product logic, priorities and execution; direct AI-assisted implementation in Codex and Claude, then own functional QA, release readiness and go-to-market planning.

Commercial Systems & Growth Lead - Doshkolnoye na Lakonichnom

Limited part-time partnership outside primary working hours | May 2023-Present

- Built the commercial operating system for a preschool resources marketplace (xn----htb2acc2a.xn--p1ai): positioning, packaging, value-based pricing, catalog logic and automated customer journeys; designed the VK message bot/funnel in TargetHunter and the Prodamus payment flow.
- Contributed to independently verifiable VK community growth from 8.9K to 59.4K subscribers (6.7x; +568%); VK admin exports record 34.2M content views and 145.6K average monthly unique reach.
- Helped scale VK Donut from an archived early-stage 349 to 1.3K active supporters; measured peak was 1,385. Structured a 190-item VK catalog with premium annual bundles; commercial figures remain confidential.

Owner-side Launch Strategy & Operations Lead - COLIZEUM Esports Arena

Sterlitamak, Russia | One-month launch mandate, 2019

- Acted as the owner's dedicated launch operator across strategy, market education, creator partnerships, community growth, hiring support, city stakeholders and tournament delivery.
- Built the pre-launch VK community to 500+ followers in two weeks, delivered sold-out paid technical and official openings and ran a 344-player CS:GO tournament reported as Russia's largest at the time.

Content & Community Lead - OBSCURITY Independent Gaming Media

Remote | May 2017-Jul 2020

- Built Twitch and YouTube content around player problems, competitive context and education; TwitchTracker records 1,370+ streamed hours, approximately 30,900 hours watched and a 409 peak from Apr 2018-May 2020.
- Published 25 still-public YouTube videos in 2019-20 with 437,666 current views; seven Valorant/Vanguard problem-solving videos account for approximately 420,300 (checked 15 Jul 2026).

Co-Founder, Product & Community - World Cyber Space / CWCS.ru

Remote | Nov 2010-2012

- Co-created an early automated Counter-Strike 1.6 platform connecting player and team profiles, match and tournament flows, game servers, self-service TeamSpeak 3 rooms, news and broadcasts.
- Worked on product, community, tournament and monetization logic; archived counters grew from 513 to 15,279 registered accounts and from 160 to 2,274 teams. The first documented ProPlay 5v5 event drew 32 teams / 128 participants; registrations are not monthly active users.

SELECTED GAMING & ESPORTS LEADERSHIP

- 24+ years in gaming and esports since 2001; built and coached Counter-Strike, Standoff 2, PUBG and PUBG Mobile rosters, including youth and women's teams.
- Built a Standoff 2 / Oxuji Telegram audience to a verified 11.4K subscribers; 1,182 posts with public counters recorded 2.28M aggregate views from Feb-Sep 2025 (about 1.9K per post, not unique reach).
- Won ProPlay.ru's commentator competition and GoodGame's CS 1.6 Stream Battle; covered WCG 2011 and passed the ESL CIS Stream Center selection, with featured homepage placement in 2012. The archived Twitch/Justin counter exceeded 2.07M channel views by Dec 2011 (not unique or concurrent audience).
- Invited to a VCIOM expert discussion and featured in episode 78 of its podcast; earlier broadcasts are documented through ProPlay, GoodGame, ESL and OWN3D archives.

OPERATING METHOD & AI-ASSISTED EXECUTION

- Translate unclear founder-level needs into a problem map, decision options, accountable owners, execution priorities, QA checks and follow-up loops.
- Completed approximately 80 owner-level growth diagnostics during a three-month consulting engagement, turning constraints into scoped implementation priorities.
- Use Claude, Codex and ChatGPT for research, product reasoning and QA; Replit and Bolt for rapid prototyping; Notion and Jira for specifications and work management; and Google Sheets for analysis, while retaining human ownership of decisions and delivery.

EDUCATION & LANGUAGES

Siberian State Industrial University (SibSIU), Novokuznetsk - Specialist coursework in Mining Engineering, Blasting Operations (degree not completed).

Russian - Native | English - A2 spoken; professional written communication with disclosed translation and AI support; intensive 90-day plan toward conversational B1.