

# Jack Beaton

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## Product Manager

With 5 years' experience managing software products, and a strong background in User Experience (UX).

## Results

- Managed flagship product from concept to deployment for FinTech startup over 2 years, won \$60B financial services company as first client
- Designed 3 products starting from zero to complete design, including concepting, requirements, prioritizing features, user research, wireframes, presentation & delivery
- Evangelized and budgeted UX research at 3 organizations, conducting or training staff to conduct over 200 user tests, on time and under budget
- Authored 6 peer-reviewed conference and journal publications, with 100+ citations in other academic papers, one paper requested for use by Harvard MBA course "Contemporary Developing Countries"
- Introduced Agile methodology to 2 organizations, Certified Scrum Master (CSM) with Scrum Alliance

## Selected Experience

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### Giant Machines

Feb 2018 – Present

#### Product Manager

- Lead dev teams of up to 8 engineers toward client goals
- Introduced Lean product development methodology
- Lead Agile cadence of standups, IPMs, Show & Tells, and Retros
- Platforms include iOS, React, Angular, and blockchain DApp development

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### PRM.nyc (startup)

Sept 2017 – Present

#### Product Manager

- Drive Lean product development
- Own all market research and design

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### Scivantage

Oct 2015 – March 2017

#### Director of User Experience

- Owned product vision defining future of Scivantage wealth management product design
- Led product integration roadmap to integrate Malbec software into Scivantage software suite
- Estimated integration schedule using Agile velocity, delivering on-time completion
- Evangelized, budgeted, and led UX research practice, training staff to conduct 49 user tests
- Defined company accessibility (ADA) standards

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**Malbec (startup)**

Aug 2013 – Oct 2015

**Product Manager / UX Designer**

- Managed product development of flagship FinTech product from concept to deployment
- Made go-no-go decisions on product features
- Designed responsive wireframes, requirements documents, and marketing materials
- Managed teamwork of 2 designers and 3 developers
- Led Agile development management, prioritizing user story backlog in JIRA
- Evangelized, budgeted, and led UX research practice, conducting 59 user tests
- Gave sales demonstrations to clients, resulting in \$60B client signing onto pilot

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**Accenture**

Jan 2011 – Aug 2013

**UX Analyst**

- Performed concepting, user research, and wireframing across multiple clients in various industries

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**Nokia**

Oct 2008 – Dec 2009

**User Researcher**

- Ran research studies on touch-based mobile UIs, and mobile Internet in emerging markets

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**Skills:**

- **Product Management:** Agile, Lean
- **Design:** UX, Mobile, Accessibility, Responsive, Usability, User Research, Personas, Wireframes
- **Tools:** JIRA, Confluence, Axure, AWS
- **Programming:** HTML/CSS/JS, jQuery, Node.js, C++, C#, Unity, SQL

**Memberships:**

- **Certified Scrum Master (CSM)**, 2009, Scrum Alliance
- **Association for Computing Machinery (ACM)**, Professional Member, 2007

**Teaching:**

- **Fordham University**, 2018, *Computer Science I*, Adjunct Instructor
- **General Assemb.ly**, 2013-2014, *Front-End Web Development (FEWD)*, 4 courses, TA
- **Harvard University**, 2011, *Design of Usable Interactive Systems*, TA
- **Carnegie Mellon University**, 2007, *Human Computer Interaction for Technology Executives*, TA

**Education:**

- **Carnegie Mellon University**, 2007, MS/MHCI, *Human-Computer Interaction*
- **University of Maryland, Baltimore County**, 2004, BA, *Cultural Anthropology*