

# Jack Beaton // Software Product Manager

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## Profile

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- Experienced leader of cross-functional software product development teams
- Effective as project manager and individual contributor
- Skilled in User Experience (UX) research & design of customer-centric products
- Specialized in supporting complex domains, such as Fintech, Healthcare, Education, and Data Science

## Experiences

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### Data Analyst

LA County Office of Education (*education + fintech*)

Nov 2023 – Present

Los Angeles, CA

- Customer Experience (CX) data collection, sentiment analysis, data visualization & reporting in service of Enterprise Resource Planning (ERP) rollout

### Product Manager

Giant Machines LLC (*software consulting*)

Feb 2018 – Aug 2022

New York, NY

- Led cross-functional software project teams of 3-12 engineers & designers
- Simultaneously responsible as clients' single-point-of-contact (SPOC), scrum master, and individual contributor of product management tasks
- Ran Agile team process, researched customer & user needs, defined product vision & requirements, oversaw design, built prototypes, wrote user stories, prioritized backlog
- Productized prototype Artificial Intelligence (AI) platform for industrial rollout
- Built no-code Healthcare eCommerce Lean prototype, taking in initial revenue of \$300+ per day, and played key role in scaling venture to \$1,000,000+ revenue per day

### Director of User Experience

NYIAX (*fintech startup*)

March 2017 – Sept 2017

New York, NY

- Performed user research and UX design for startup futures marketplace for Adtech

### Senior User Experience Designer

Scivantage (*fintech*)

Aug 2013 – March 2017

Jersey City, NJ

- Performed concepting, user research, UX design, Agile project management, and sales demos for B2B2C retail brokerage software, from concept to implementation

### User Experience Designer

Accenture (*software consulting*)

Jan 2011 – Aug 2013

New York, NY

- Performed user research and UX design for clients across industries

## User Researcher

Oct 2008 – Dec 2009

Nokia (*mobile messaging software*)

Boston, MA

- Conducted User Experience research on mobile messaging apps in India and America
  - First author, "Indian Cultural Effects on User Research Methodologies", CHI 2010
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## Researcher

Nov 2007 – Oct 2008

Carnegie Mellon University (*software research*)

Pittsburgh, PA

- Conducted research on usability of web service APIs (Application Programming Interfaces) for developers, including live-coding usability tests
  - First author, "Usability Challenges for Enterprise Service-Oriented Architecture APIs", VL/HCC 2008
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## Teaching Experience Highlights

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| • <b>Instructor, Intro to C++</b><br>Fordham University, CISC 1600/1610                                       | Aug 2020 – Dec 2020<br>New York, NY  |
| • <b>Instructor, Intro to C++</b><br>Fordham University, CISC 1600/1610                                       | Aug 2018 – Dec 2018<br>New York, NY  |
| • <b>Teaching Assistant, Front End Web Development</b><br>General Assemb.ly, FEWD10, FEWD13, FEWD17, & FEWD24 | Feb 2013 – Mar 2014<br>New York, NY  |
| • <b>Teaching Assistant, Design of Usable Systems</b><br>Harvard University, CS179                            | Jan 2011 – May 2011<br>Cambridge, MA |
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## Skills

- **Product Management:** Agile/Scrum, Lean Startup, Atlassian (Jira/Confluence/Trello)
  - **Design:** Wireframing, Interactive Prototyping, Mockups, Information Architecture
  - **Research:** Usability Testing, Surveys, User Interviews, Personas, Lean Experiments
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## Education

- Master of Human-Computer Interaction (MHCI), Carnegie Mellon University
- Bachelor of Arts, Cultural Anthropology, University of Maryland, Baltimore County