

TOM SENNETT

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SUMMARY

Product Manager who quit big city life to live in a van, explore the USA, and make video games. Now seeking ownership of projects that tackle real problems and to lead a team in solving them. Experienced in startup, agency, and enterprise environments. Efficient, data-driven, and relentlessly creative.

SKILLS

Product concepting, product strategy, metrics optimization, Agile/Lean processes, UX/UI design, HTML/CSS/JS, branding, Photoshop, Illustrator, 2D animation

WORK

Independent Game Developer / Product Manager / Designer

Nov 2015 - Present

- Self-published 5 games for iOS/Android/PC
- Featured on Kotaku, Rock Paper Shotgun, and VICE
- Rebuilt the 2002 web classic Fly Guy (100 million+ plays) for iOS and Android
- Created brands for a medical cannabis company and a startup incubator
- Concepted an app for contractors to automatically collect referral fees

Product Manager at Fueled

Apr 2015 - Nov 2015

- Led product design sprints to build and validate concepts for client projects
- Owned product roadmap and overall product vision
- Selected projects include:
 - Namely* // mobile version of the popular HR platform
 - Happify* // games and activities to reduce stress and anxiety
 - Pezo* // require kids to complete math problems to access apps
 - AudiYo* // play sounds on a friend's phone instantly, even if it's asleep
 - Walc* // landmark-based walking directions
 - Gel* // custom iOS keyboard for sharing social accounts

Mobile Program Manager at Pershing, a BNY Mellon Company

Aug 2014 - Apr 2015

- Coordinated mobile development of financial services platform with 100,000+ active users
- Organized resources across departments to prioritize and execute projects

Product Manager at APPEK

May 2013 - Aug 2014

- Owned design and development of iOS and Android apps for clients and in-house
- Overhauled company processes to Agile methodology (Extreme Programming)

Product Designer at APPEK

Aug 2011 - May 2013

- Design lead for 15+ apps for iOS, Android, and the web
- Co-created French Girls, a social drawing app which raised \$5 million in funding

EDUCATION

The Pennsylvania State University

Aug 2007 - May 2011

- Bachelor of Science in Information Sciences and Technology, College of IST
- Schreyer Honors Scholar in Interdisciplinary Digital Studio, School of Visual Arts