

Samuel Mosley

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Austin, TX 78704 @ 512.968.2501

SKILLS	Leadership Marketing	Product Management Business Strategy	User Experience Design Game Design
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TECHNICAL	React Sketch Invision	React Native Principle Google Sheets	HTML, CSS, & Javascript Jira, Trello, & Git SQL, GraphQL, & MongoDB
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EXPERIENCE	Product Manager, Always Glossy 2017 Customer Service Operations Manager, Always Glossy - Responsible for prioritizing tech backlog and operations documentation. - Championed the UX including (web design, copy, wireframes). - Queried system data to find valuable information that we were not yet tracking and back up my decisions. - Managed daily logistics for a team of 15+, at 60+ locations a month. - Drove marketing for the company by creating emails, flyers, and SMS.
	Product Manager, Human Planet (part-time) 2016-2017 - Meet with customers to define product and sell subscriptions. - Organize and focus team toward company aligned goals, and encourage goal creation.
	Game Designer, Bohemia Interactive Simulations 2014-2016 - Managed two cross-functional teams as Scrum master and Producer. - Created technical analysis and UX mockups for systems and features. - Implemented and delivered products with international teams.

VENTURES	Founder, Split Decision 2017 Split helps others make well informed decisions. It is currently being built using React Native.
	Co-founder, Continuouss 2017 A product consulting firm, creating and testing ideas for new companies and applications. We are building an ecosystem that allows quick testing with a strong tech stack.

EDUCATION	University of Texas at Dallas 2014 Arts and Technology B.A., Minor Computer Science
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