James McNulty

Brooklyn, NY • jimmcnulty41@gmail.com • linkedin.com/in/jamespmcnulty • james.mcnulty.site

Technical Product Manager

Range. I'm a self starter who has worked at massive mega-corps and scrappy startups; in healthcare, finance, gaming, education, network infrastructure, consumer electronics. Seeking technical product manager role where I can use my creativity to provide clarity and build bridges between team members across a wide range of functions.

WORK EXPERIENCE

Electric Whitelip LLC (Design & Prototype Firm) • Brooklyn, New York, United States • 03/2021 - Present
Owner
- Established project management and planning practices to reinforce bias for action, aggressively prioritizing and sequencing new features to maximize synergy between projects
- Completed product design and entire development lifecycle for a range of digital products, including 3d web-based simulation framework (three.js, typescript, webcomponents), pixel art tileset, graph-based tool for ai prompt-engineering, various web properties using wordpress
- Developed end to end product supply chains for guitar pedal components including printed-circuit boards, enclosures, and electronic components, as well as packaging and promotional considerations
- Created 25+ prototypes in 2 years, exploring deliverable project scope across disciplines, reducing average product calendar time from 150 to 30 days
- Scraped marketplace data and created interactive visualizations to establish product strategy, checking new ventures against current market trends to provide strategic insights and identify growth opportunities
- Researched and documented new tools, libraries, languages and frameworks, building database with more than 175 entries to help understand differences in product features and technical challenges of different choices

Climb Credit • New York, NY • 10/2018 - 03/2021
Software Engineer
- Prepared and presented educational "Climb U" presentations for team building and employee development to socialize new ideas and help team members better understand complex problems related to upcoming features
- Conducted UX interviews, and collected feedback from external and internal partners such as sales, marketing, and customer service to build customer empathy and provide alignment between development initiatives and the user journey
- Contributed to recruiting and hiring process, helping to better match interview practices with actual employee experience, working with CTO to prioritize skills that fill gaps and meet upcoming business objectives doubling team from 5 to 10 members in 2 years

ExtraHop • Seattle, WA • 10/2017 - 09/2018
Software Engineer
- Created automation tools to convert JavaScript to TypeScript, resulting in automated fixes to more than 4,000 errors, reduction of vanilla JavaScript from >30% of code base to ~3% in 6 months
- Implemented innovative UI features for flagship network analytics and investigation tool, including graph annotations, information overlays, filters, and sparklines (React)

ILD Games • Madison, Wisconsin, United States • 01/2015 - 01/2018
Animator, Project Manager, Developer, Video Production
- Managed market analysis, monetization (embedded video ads), promotion (video production; presence at industry events), and product roadmap for mobile app game, Squatbot, resulting in a successful go-to-market listing in multiple marketplaces

Epic • Madison, Wisconsin Area • 08/2015 - 08/2017
Software Developer
- Full Stack Software Developer (C#, Typescript, Javascript, Mumps [noSQL Database])
- Worked on-site with 5 hospital systems migrating to Epic software, working with end-users in different functions, bridging communication gaps and identifying workflow improvements and opportunities for collaboration

EDUCATION

Bachelor of Science in Computer Science
University of Michigan • GPA: 3.65 • 09/2011 - 04/2015

Bachelor of Business Administration in Management
University of Michigan - Stephen M. Ross School of Business • GPA: 3.65 • 09/2012 - 04/2015

With Distinction

SKILLS

Adobe Creative Cloud, After Effects, Airtable, asana, github, JavaScript, Monday, Product Development, Product Management, React.js, software development, trello, TypeScript, Video Production