

SUMMARY

Data-driven marketing leader with over 15 years of experience architecting and optimizing successful campaigns and tests. A customer-centric engagement expert, recognized for fostering authentic stakeholder relationships, implementing innovative solutions, and delivering exceptional results for companies across software, ecommerce, and entertainment.

SKILLS

Product Marketing, B2C Marketing, B2B Marketing, Go-To-Market Strategy, A/B Testing, Audience Segmentation, Market Research, Persona Research, Occasion-Based Research, Competitive Analysis, Performance Analysis, Reporting, Product Positioning, Value Propositions, Project Management, Stakeholder Management, Community Management, Sales Enablement, Design-Centric Approach

EXPERIENCE

Teak.io - Portland, OR (Remote)

March 2024 - Present

Product Marketing Consultant

Defined the differentiations and value of the premier CRM platform for f2p games, ensuring brand clarity and strong positioning.

- <u>Competitive Positioning:</u> Developed a strategic playbook showcasing Teak's unique strengths, increasing market perception and solidifying its position as the CRM platform leader for live game operations.
- <u>Data-Driven Persona Development:</u> Mapped studio structures using data-backed insights to refine value propositions, demonstrating Teak's advanced capabilities and alignment with stakeholder needs.

Fandom - San Francisco, CA (Remote)

Aug 2021 - Feb 2024

Global Product Marketing Manager

Developed and tested data-driven engagement, segmentation, and conversion strategies across fandom's global portfolio of brands.

- **Engagement & Monetization:** Pioneered a product positioning strategy to align with user motivations, using occasion-based insights, that increased conversion rates by 15% and accelerated feature adoption.
- <u>Touchpoints & Messaging Segmentation:</u> Increased feature engagement by 500% with dynamic discovery units, leveraging Optimizely's experimentation tools to optimize surfacing mechanics.
- **Rapid Experimentation:** Built and optimized >10 monthly test-and-learn experiments across the portfolio to align user needs with business goals, leading to a 2x increase in GTM feature adoption and \$5M in quarterly incremental revenue.
- Conversion Optimization: Improved user experiences for key audience segments with dynamic landing pages, increasing subscription conversions by 10% and establishing a seamless onboarding experience.

PLAYSTUDIOS - Austin, TX

Nov 2018 - Aug 2021

Senior Lifecycle Marketing Manager

Drove KPI improvements by developing highly optimized lifecycle strategies and integrating data-driven retention frameworks.

- Onboarding: Designed a streamlined onboarding experience, by analyzing drop-off points and user behavior, that led to an 80% completion rate, increasing retention and driving sustained player engagement.
- <u>Lifecycle & Retention Strategies:</u> Engineered a multi-channel lifecycle framework that incorporated behavioral segmentation and predictive triggers, increasing session frequency by 70% and boosting long-term retention by 500%.

SciPlay - Austin, TX Nov 2016 - Nov 2018

Lifecycle Marketing Manager

Developed a predictive lifecycle marketing framework that shifted SciPlay from reactive to proactive engagement, increasing active users by 30% and reducing time-to-monetization by ~3 days. Leveraged behavioral segmentation and early-value indicators to drive \$1.5M in quarterly incremental revenue through personalized, data-driven messaging strategies.

Volusion - Austin. TX

Aug 2015 - Nov 2016

Marketing & Design Strategist

Designed and executed full-funnel marketing strategies that integrated advertising, UX-focused design, and high-intent targeting, leading to a 20% increase in engagement from high-value users. Implemented scalable acquisition and conversion optimization frameworks that delivered an average ROI of 250% by aligning ad creative, messaging, and landing page experiences.

EDUCATION

Texas State University | Bachelor of Applied Science in Business