BRYSON LOCKETT   bryson@lockett.us

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EDUCATION

University of Virginia, School of Engineering and Applied Science   Charlottesville, VA
BS – Systems Engineering (With Highest Honors)   2014 – 2018
BS – Computer Science (With Highest Honors)

RELEVANT INTERNSHIP AND WORK EXPERIENCE

Guild Education   Remote
Senior Product Manager   October 2021 – May 2023
- Built deep understanding of Guild's three-sided marketplace and internal operations in order to inform the redesign of Guild's core university-facing software.
- Drove the definition of first principles for our system design that reduce the overlap between teams, think holistically about the use cases, and enable lower-touch collaboration across teams.
- Reduced redundant data stores to decrease duplicative work and enable faster product iteration.
- Led an effort to remove a major roadblock for accurate revenue recognition, accelerating Guild's IPO.
- Worked across Product, Operations, Engineering, Strategy, and Design teams to create and drive alignment on the product roadmap for critical parts of Guild's strategy.

Grubhub   Remote
Product Manager   May 2021 – October 2021
- Led vision, strategy, and roadmap creation for the Logistics Experimentation and Simulation teams.
- Increased the rate of logistics experimentation from 10 experiments/year to 96 experiments/year.
- Collaborated with Operations, Tech, and Product to improve the quality of logistics experiments through improved training and processes.

Applied Predictive Technologies (acquired by Mastercard)   Arlington, VA
Senior Product Manager   Summer 2017, August 2018 – April 2021
- Manage two junior PMs on four engineering teams to build product roadmaps and work with senior PMs on product strategy to grow a BI product from $5MM to $35MM ARR and 10 to 300 clients.
- Led year-long design and engineering project focused on improving the usability of experimentation modeling tools for less sophisticated users resulting in 95+% adoption of the new tool in 3 months.
- Researched business and user needs for an external API allowing customers to easily consume our data outside of our software platform resulting in a year-long build out of these APIs.
- Researched state of the art execution optimization algorithms for the Multi Armed Bandit problem and tested the performance of these algorithms on synthetic healthcare payments data.

Pearl Automation   Scotts Valley, CA
Data Architect Intern   Summer 2016
- Designed, implemented, and launched a cloud based algorithm regression environment to analyze the accuracy of computer vision algorithms by writing 11,000 lines of code that integrated 5 AWS services, Python, PostgreSQL, and Bash and grew the suite of test cases from 5 to 300.
- Fostered communication and managed expectations and desires of the Data Team, Algorithm Team, and Product Managers from the project's conception through the production level implementation in daily standups and weekly meetings with Project Managers and Vice Presidents of Pearl.

PROJECTS AND EXTRACURRICULARS

Young Life Volunteer Leader   Spring 2015 – Summer 2018
- 15-20 hour per week commitment that included working with a team of 3-6 people to coordinate weekly meetings of 30-100 high school students at Madison County High School and leading a weeklong summer trip to upstate New York with 7-10 high school guys each summer.

TECHNICAL SKILLS

Proficient in: User Research and Design, Requirements Generation, Roadmap Management, Python, Postgres, MS Server SQL, AWS, Powerlifting