

Manuel Pallí

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Introduction

I am a dynamic Project and Product Manager with over 5 years of experience leading cross-functional teams in various areas, making sure I apply tailored frameworks to deliver projects on time and within scope

Throughout my IT career, I have led teams across various industries, including e-commerce and video games, as well as creating custom software for marketing activations and trade shows.

My passion for technology, creativity, and innovation drives me to stay busy and constantly learning. I'm also very AI-forward and love to research new tools for almost everything, from different LLMs for daily use to vibecoding experiments that can spark some new and fresh ideas.

Skills

<ul style="list-style-type: none">• Client Relationship Management• Interpersonal & Communication skills• Remote/Distributed Team Leadership• Agile Methodologies, SM / PO Certified	<ul style="list-style-type: none">• Lean, CI/CD Methodologies• Process Optimization• Production Tools Proficiency (Jira, Monday, Slack, Linear)• AI-Integrated Process Improvement• Bilingual in English and Spanish
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Professional Experience

Mar 2025 - Present

Operations Manager / Sysworld, Buenos Aires, Argentina (Remote)

Pacer is a Sysworld product, which is a fintech SaaS platform streamlining payments for businesses across Latin America. In my role, I design and put in place the main setup and processes for our payments platform, making it easier to grow and add new features that fit what customers want, while handling full client relationships from

start to finish, listening to their needs, and delivering custom changes to the platform to keep them happy. I also oversee daily tools and frameworks

September 2023 – February 2025

Sr Product Manager / TRIPP Inc., California, USA (Remote)

TRIPP is a wellness and meditation app available across VR devices and mobile platforms. I worked closely with Art, Technical Art, and the growth team to create new experiences for the game, from immersive scenes and experiences to new content and challenges that drove retention and kept our users engaged.

Beyond project coordination and day-to-day operations, I worked directly on shaping upcoming product features and initiatives, aligning them with user needs and business objectives.

My role mainly involved managing timelines, resolving bottlenecks, and making sure we hit our goals on time.

August 2021 – July 2023

Delivery Manager / Interatica, California, USA (Remote)

Interatica is a software development agency creating custom digital solutions for clients in marketing and entertainment. As a Project and Delivery Manager, I oversaw the development of a range of software products, including web-based applications, native mobile apps, games, VR/AR experiences, interactive panels, and other digital media used mainly in marketing activations and conventions, being in charge of their delivery and setup on time and making sure everything went according to the plan.

I led a highly skilled team of designers, developers, and testers to ensure that we delivered exceptional, high-quality products and exclusive experiences to our renowned clients.

October 2021 – May 2023

Communication-Operations Manager / Indelve Studios, USA (Remote)

I joined Indelve, an indie game studio, as a side venture to follow my passion for gaming, where I managed communications and networking. This role taught me a lot about the entrepreneurial side from pitching to possible investors and public speaking to building a remote team of devs and artists from scratch, all while steering the project through creative milestones to bring the game's vision to life.

June 2020 – August 2021

Project Manager / Summa Solutions (Infracommerce), Buenos Aires, Argentina (Remote)

Summa Solutions is an e-commerce agency building custom digital platforms for clients. In my role, I handled overall coordination, implementation, and control of e-commerce projects mainly in Adobe Commerce and VTEX mixing methodologies from waterfall and time-and-materials setups for structured builds to more agile approaches for quick pivots on client tweaks.

I coordinated teams, forecasted resources, and created P&L reports for the company partners, plus managed the daily interface and communication with the client project team to keep everything moving on track.

I also supported feedback loops and live incident resolutions, adapting plans and reacting to make sure our customers were happy.

July 2015 - June 2020

General Producer / Grupo Sarapura, Buenos Aires, Argentina (Remote)

Grupo Sarapura produces corporate and social events across Argentina and South America. In my role, I handled overall direction, coordination, control, and execution of events for clients, managing a mixed team of lighting, sound, and video technicians alongside aspects like catering, setting, etc.

I also directed client relationships, building solid partnerships with strategic industry and media companies to keep collaborations strong and on track.

Education

- 2023 - Scrum Master & Product Owner Certification / ITBA, Buenos Aires
- 2020 - Project Management course (P.M.I. Framework) / UTN.ba, Buenos Aires
- 2017 - Safety and rigging Expert / Inlights, Buenos Aires
- 2008 - 2012 - Abogacía - Laws/ UMSA, Buenos Aires (incomplete)

Other Activities

- I LOVE to cook, it's my daily escape, and I feel it's a nice way to treat those I love!
- Jiu Jitsu Lover, also, it's my physical chess exercise.
- Life-long Gamer