Jonathan Albert
Business & Product Operations

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Godwoken Blockchain – New York, NY

Godwoken Blockchain is a 100% EVM compatible L2 optimistic rollup on the secure L1 Nervos Blockchain.

Manager of the Blockchain Incubator and Developer Relations   10/2022 – Present

- Coordinate Dapp launches, IDOs, and assist with marketing and development to ensure successful launches.
- Develop Web3 courses for Unity Game Engine, Chainsafe SDK, NFT.Storage, and OpenZeppelin smart contracts to educate and train developers.
- Lead and facilitate development workshops at ETHDenver and ETHIndia to increase awareness of Godwoken.
- Create gamified ambassador and community engagement programs to encourage adoption and build a strong community while managing social media and Discord channels.
- Develop and implement strategies to grow and engage the Godwoken community through Twitter and Discord by hosting Twitter spaces, contests, live builds, and Dapp beta tests.

Mix3d – New York, NY

Community focused on Web 3 education, onboarding, networking, and building.

Co-founder, Head of Operations and Community   09/2021 – Present

- Maintain a community Notion with educational content, Discord server with 100+ members, and a Gnosis safe.
- Consult community projects including metaverse clothing, group purchases via Partybid, and tokenized farms.

Smith and Crown – New York, NY

Blockchain consulting and research firm specializing in Crypto economics and token design.

Blockchain Consulting Project Manager   01/2022 – 03/2022

- Consulted corporations and Decentralized Autonomous Organizations on meta governance, fungible and non-fungible token uses, and crypto economic design's influence on user behavior.

Invesco – New York, NY

Global investment firm (formerly Oppenheimer Funds) operating in 26 countries ($1.4T AUM).

Digital Operations Manager   06/2014 – 09/2019

- Managed marketing, research, and project operations, including digital presence, industry standard documentation, client-facing research + presentations, and internal process + workflows.
- Analyzed specifications, models, and launch strategies for new fund creation; partnered with a team of 11 in product and engineering in 2-week sprints to analyze risks, data accuracy, & predictive performance.
- Developed internal workflow and process management, including adoption + best practices around Jira, Agile user story management, stakeholder notifications, and velocity measurement.
- Built programs and surveys to engage 200+ employees on communication and process gaps leading to the integration of new digital tools + equipment, driving $300k+ in cost-savings while improving workflow.

Baruch College, New York, NY – BBA, *Computer Information Systems (CIS),* 2018

Full Stack Academy, New York, NY – *Software Engineering Immersive,* 2020

- Designed, built, and launched multiple digital products using Javascript, PostgreSQL, ReactNative, and Redux

Projects: Freelance Software Engineer, 2019 - 2021

- Published a custom augmented reality application to promote client's personal brand using Unity and Vuforia
- Partnered with clients in healthcare, business consulting, and home products to construct compelling brand personas and publish landing pages on-time and within budget
- Designed, developed, and launched card game on Google Play Store on 3-month deadline using Unity

Skills: Product Development/Management, Cross-Functional Collaboration, Presentations, Data Analysis, UX/UI Design, Digital Marketing, Vendor Management, Agile Methodologies, Scrum,

Programming Languages/Technologies: Jira, Asana, Trello, Monday, Kanban, Hubspot, Discord, Twitter, Microsoft Office, APIs, SQL, Invision, Git, OpenZeppelin Solidity, Javascript, React, Python, C#, PostgreSQL, Unity, Vuforia, CSS, HTML5