

JOSH MONTGOMERY

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EDUCATION

The University of Texas at Austin Bachelor of Science and Arts: Computer Science May 2017
McCombs Certificate of Business Foundations (36 Credit Hours)

EXPERIENCE

Sprinklr – *Success Management Intern*; Austin, Texas September 2017 – December 2017

- Managed professional relationships with fortune 100 clients through consultation, education, and support
- Collaborated with product managers to update and improve KPI measurement of ticket-handling process
- Analyzed internal knowledge management resources and delivered insights to improve system

IBM – *Product Design and Management Intern*; Austin, Texas June 2017 – August 2017

- Collaborated with multidisciplinary designers and stakeholders to develop empathic product from design to launch
- Managed product through creation of go-to-market plan, product roadmap, and competitive landscape
- Defined personas and their journeys through user interviews, quantitative research, and empathy mapping exercises
- Designed product with process flows, wireframes, prototypes, iterative testing, and design-thinking workshops

uShip – *Front-End Development Intern*; Austin, Texas May 2016 – August 2016

- Partnered with multidisciplinary agile development team to launch new homepage for website
- Created admin web page with backend capabilities that allowed sales staff to query data
- Designed responsive and adaptive nature of uShip's current header and footer

PROJECTS

Stock Up – *3 Day Startup* Fall 2017

Teamed up with MBA students and professionals to rapidly test and validate solution for how bar managers order alcohol. Interviewed 13 bar managers and validated pain-points. Created persona, user journey, and process flow. Designed branding, sketches, and prototypes. Pitched to venture capitalists in Capital Factory.

MeFree – CS 378: *Mobile App Design* Spring 2016

Worked in interdisciplinary team to create iOS app, MeFree, from inception of idea to product launch. Ideated using design thinking exercises. Validated idea through quantitative analysis and user interviewing. Designed product using sketches, process flow, prototype, and iterative user testing. Developed MeFree with Swift and XCode. Launched MeFree to iOS app store and presented live demo to audience of 150 people.

LEADERSHIP EXPERIENCE

University Housing - *Senior Resident Advisor* Spring 2014 – Spring 2017

- Mentored over 180 residents in academic performance, professional development, and community involvement
- Organized 28 events with target outcomes of community development, entertainment, and education
- Raised over \$500 of additional committee funding for residents based on advocated needs of residents

Austin Collegiate Smash (ACS) - *Co-Founder, President* Fall 2015 – Spring 2016

- Co-Founded ACS as a community where gamers could play, compete, and improve together
- Planned and executed 48 weekly eSports tournaments and 2 regional eSports tournaments, resulting in 1,117 participants and over \$10,000 in tournament winnings.

HONORS

- Excelling Product Award (3 Day Startup) Fall 2017
- University Honors (5 Semesters) Fall 2012 – Spring 2017
- Distinguished Collaborator (CS 378:Mobile App Design) Spring 2016

ADDITIONAL INFORMATION

Collaboration: Google Suite, Box, Kanban, Agile, Design Thinking

Certifications: Google Analytics, McCombs Business Foundations, Udemy Sketch Foundations

Design: Sketch, InVision, Marvel, Mural, Photoshop

Code: CSS/HTML/JavaScript, React, Swift, Java, C#, Python, SQL

Work Eligibility: Eligible to work in the U.S. with no restrictions