# Makenna Smutz

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## Experience

### Product Engineer — Cofounder @ Halite.app
September 2023 – current

With a couple of friends in the space, building a niche tool around equity budgeting, and workforce planning.

### Design Engineer → Product Engineer @ Whop.com
February 2023 – August 2023

Created a bespoke design system using Tailwind, Radix ui, and storybook. Promoted to the Product Engineer role while continuing to maintain and build the design system. This design system is now the foundation for a large growth strategy of Whop.

### Advisor – Product Engineer @ OwnCo
September 2022 – March 2023

Stepped in to manage a team of engineers to rebuild the app in a flexible stack with an aesthetic UI, and user-led UX. Now advising.

### Product Engineer — Cofounder @ Heron
January 2022 — August 2022

Designed and Developed an MVP from discovery phase to the delivery phase. I created a Customer Advisory Board that lead to the first customers co-developing the app. Managed customers, a data science engineer and another product designer to do so.

### Product Engineer @ Meeshkan
March 2020 — January 2022

Joined as a web developer, and ended up as a co-founder driving product direction. Here I was the sole designer, lead a team of developers and business people and a was a co-founder speaking with clients and driving vision.

## About me

I'm motivated by building useful products that lean into wicked cool moments. Filter coffee and Maté are my jam. In my spare time, I enjoy Via Ferrata, Squash, and Golf.

## Tech stack

React, Next.js
TypeScript
GraphQL
Chakra-ui & Tailwind
Linear
Figma / Framer

## Social

makenna.dev

github.com/kenzobenzo

twitter.com/KenzSmutz

linkedin.com/in/makennasmutz