**Product Manager II – Education**

GitHub Education launched in 2012 with the mission of empowering student developers. Eight years later, the program has enabled more than 4 million students to learn to code with real-world tools. The team has grown to accommodate the needs of university students, bootcamp learners, schools, and teachers at all levels.

One of our signature products, [GitHub Global Campus](https://education.github.com/globalcampus), helps students and teachers make GitHub their home. We seek a Product Manager to drive new core features of Global campus from verification, onboarding to engagement. It's also key for this role to use data to inform our strategic decision making for all of GitHub Education. This role will split their time working internally with an engineering team, Education analysts and product designer, and externally with students and teachers. This role is vital to the long-term success of GitHub Education, and will report to the Director of Product.

Together with other senior leaders on GitHub’s Education team, you’ll be responsible for defining a vision and strategy for how Global Campus evolves to support the needs of the business.

On a day-to-day basis, you will:

* As product manager on Global Campus, identify requirements, write user stories, define measurable goals and communicate priorities to the engineering team.
* Make data driven decisions for the Product and derive initiatives based on learnings. Go back to the data when needed to answer questions.
* Perform user study and validate features via user testing with teachers and students.
* Translate feedback into actionable next steps for the product.
* Promote the product through blog posts, conference appearances, and webinars.
* Update the roadmap with the latest information and expected ship dates.
* Maintain documentation for the core product and related tooling.
* Travel (when feasible) to support the adoption of Global Campus, and research potential new features (~10 - 25%).
* Manage product interns and liaise with contractors as needed.
* Collaborate with potential partners to identify and implement complementary features into the product.

You should have:

* Product management know-how: you’ve owned the roadmap for a product, prioritized feature requests, and contributed directly to the growth of the product (bonus points if the product was developer-focused).
* Strong data skills to analyze as well as represent the data
* Strong technical writing ability: you have a portfolio of clear, concise, and relatable documentation.
* Domain knowledge: you have in-depth knowledge of the educational technology landscape, and the related tools in the ecosystem.
* Excellent communication skills: whether it’s a conference talk or an email, you can craft a message that sticks.
* Technical skills: You have the technical depth that enables you to collaborate with engineers
* A passion for Education: you want to serve the next generation of developers, and help them make their best work.
* Significant experience with Git & GitHub.
* Experience using web services APIs.

Bonus Points If:

* You have past experience as the maintainer of an open source project.
* You have a well-established online presence (GitHub, blog, social media).
* You have worked asynchronously with distributed team members.
* You have advanced knowledge of Git.