

Samuel Mosley

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Austin, TX 78704 ⌘ 512.968.2501

SKILLS	Leadership Marketing	Product Management Business Strategy	User Experience Design Game Design
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EXPERIENCE	Product Manager , Always Glossy 2017 <ul style="list-style-type: none">- Drove the marketing for the company by creating emails, flyers, and other content.- Championed the UX including (web design, copy, wireframes for in-house products).- Responsible for prioritizing tech backlog.- Queried system data to find valuable information that we were not yet tracking and back up my decisions.- Created and managed data for our backend and website.- Lead QA efforts for new code pushes and coordinated with tech team on large features with high business impact.
	Customer Service Operations Manager , Always Glossy 2017 <ul style="list-style-type: none">- Resolved customer issues and gather feedback by text, phone, and email in real-time.- Trained two full-time employees with documented repeatable processes, and encouraged asking questions.- Managed logistics for a team of 15+ on a daily basis, at 60+ locations a month.- Created and controlled messaging for the customer.- Documented the role and organized team documents so we could stay aligned and train future employees.
	Product Manager , Human Planet (part-time) 2016-2017 <ul style="list-style-type: none">- Meet with customers to define product and sell subscriptions.- Organize and focus team toward company aligned goals, and encourage goal creation.- Ideate features to enhance the products.

Game Designer, Bohemia Interactive Simulations 2014-2016

- Created technical analysis and UX mockups for systems and features.
- Implemented and delivered products with international teams.
- Managed two cross-functional teams as Scrum master and Producer.
- Supervised the product pipeline from contract to delivery.
- Scripted levels and features based on the contract requirements.
- Overhauled plugin delivery process, saving approximately a week of man-hours for each plugin delivery, due to the standardized process.

Ultimate Frisbee Club Captain, UTD 2010-2013

- Directed team during games and practices.
- Oversaw travel for 20+ students approximately 6 times per year.
- Planned and hosted tournament events for nearly 200 people.
- Designed and ordered team uniforms and other supplies.

VENTURES **Founder**, Split Decision 2017

Split is an application with the goal of helping others make well informed decisions. It allows people to add decisions they are struggling with and get feedback on what course of action they should take. It is currently being built using React Native.

Co-founder, Continuouss 2017

Continuouss is a product consulting firm, with the main goal of creating and testing our ideas for new companies and applications as rapidly as we can. To test quickly we are building an ecosystem that allows us to launch rapidly with a strong tech stack.

EDUCATION **University of Texas at Dallas**
Arts and Technology B.A., Minor Computer Science