

Sam Lynch

Product Manager

10+ years of experience in product, design, development. Specializing in SaaS and Paas content management and learning design.

✉ SamRLynch@gmail.com

in [@samrlynch](https://www.linkedin.com/in/samrlynch)

📁 tinyurl.com/SLynchPortfolio

📞 603.205.4757

📍 York, ME 03909

Experience

Product Manager

Pearson Education
Boston, MA
2021 – Present

PM focusing on content organization and ePub export on an LMS platform hosting over 1,500 higher education titles.

- Collaborates with user-experience designers to research and design a user dashboard for our LMS platform that improved content organization for 2,500+ users.
- Oversees a team of 15 engineers to triage and fix bugs for the ePub export of 1,500+ higher education titles.
- Conducts extensive user interviews, competitor analysis, and user testing to identify user pain points and implement new features.
- Managed weekly sprints with both developers and UX in an Agile environment using JIRA.
- Writes detailed user stories, product requirements, and product roadmaps providing a clear product vision to stakeholders.

Creative Technologist

Pearson Education
Boston, MA
2016 – 2021

Product owner and developer on a PDF-export toolchain on an LMS platform for higher education titles

- Served as a product manager and developer for Pearson's Print-On-Demand toolchain, which produced print PDF's in a digital-first workflow in order to modernize the antiquated model for over 1,000 higher education titles.
- Worked in close cooperation between business stakeholders and developers in order to schedule, track and complete product requirements in an agile workflow.
- Maintained CSS themes for over 1,000 higher education titles.

Digital Production Editor

O'Reilly Media
Boston, MA
2012 – 2016

Production engineer, specializing in book production

- Created CSS stylesheets to build print PDFs
- Converted eBooks, assisted authors in troubleshooting issues
- Cultivated books through all stages of production, working with authors, editors, and vendors

Production Designer

Stringletter Publishing
San Rafael, CA
2010 – 2012

Designer for Acoustic Guitar Magazine

- Production designer for Acoustic Guitar Magazine, print and digital
- Converted print titles to ePub and MOBI for distribution
- Video editor for musical content, publishing ~20 videos per week

Education

University of Maine

Bachelor of Arts – New Media
Focus on web design and animation
Minor in Art History
Orono, ME 2005 – 2010

Columbia School of Engineering

UX/UI Design Certificate
6 month design bootcamp
2021 – 2022

Skills

Product

Agile, Cross-Functional Team Management, Feature Definition, Market Research, Stakeholder Presentations, Problem Solving, Product Iteration

UX

User Research
User Journeys
Wireframing
Prototyping

Software

Figma
Photoshop
Illustrator
InDesign
PrinceXML

Code

CSS, HTML, SASS, Git, Javascript