

OSITANACHI (OSI) OTUGO

PRODUCT MANAGER

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SKILLS

PRODUCT MANAGEMENT: Agile, Scrum, Requirements Gathering, Competitive Analysis, Data Analysis, Business Intelligence

SOFTWARE: Trello, Microsoft Excel, Microsoft Powerpoint, Jupyter Notebook, Adobe Experience Design, Figma, Balsamiq, Visual Studio Code

PROGRAMMING: Python, JavaScript

DESIGN: Design Thinking, User Interface Design, Wireframing, Usability Testing, Survey Design

EDUCATION

Red McCombs School of Business, University of Texas at Austin

M.S. Technology Commercialization

Graduated May 2021

Dean's Award Recipient for Academic Excellence

Howard University

B.S. Computer Science

Graduated May 2018

WORK EXPERIENCE

IBM

Product Manager

Austin, TX
Jan. 2018 to Current

- Go to market specialist for IBM's Power Systems software solutions
- Spearheaded efforts to expand IBM's public cloud offerings with Power Systems to establish a presence within the SAP landscape
- Generated detailed user stories, communicated acceptance criteria requirements to key stakeholders, and ensured timely cross-functional execution
- Worked closely with an ISV to help sellers progress and close significant opportunities
- Created and enhanced key sales enablement assets to increase sales results and productivity for sellers and business partners

PEEK: MOVIES & TV SHOWS

Founder, UX Researcher

Washington, D.C.
Sept. 2017 to Current

- Created surveys and analyzed qualitative and quantitative data
- Performed user needs assessments to examine why users utilized similar recommendation products and performed competitive analysis
- Created user personas and user tasks based on data gathered from interviews
- Created mock-ups and a prototype of the application using Adobe Experience Design, Angular, and Typescript
- Conducted and analyzed findings from usability tests

GOOGLE

Howard West Student Ambassador

Mountain View, CA
May 2017 to Aug. 2017

- One of 26 students selected by Howard University's Dean to participate in the applied computer science and engineering residency program
- Led an engineering team in the creation of a web application that exposed a search engine backend by utilizing Angular, Typescript, and Java and developed various front-end features in TypeScript
- Researched best practices and advocated for a UX-first design approach
- Delegated tasks appropriately based on team members' strengths and interests as team lead
- Created a mobile application game--Manhunt, a reverse version of tag, using Java and JavaScript

SAP CONCUR

Software Engineer Intern

Vienna, VA
June 2016 to Aug. 2016

- Developed in Java, an annotation-driven, Aspect Oriented framework for creating microservices
- Created a website utilizing Angular and Typescript to demonstrate the microservices' usage
- Served as scrum master to help drive development forward by identifying obstacles and planning

CAPITAL ONE

Project Coordinator III

McLean, VA
July 2015 to Aug. 2015

- Researched large quantities of data and compiled reports on time which reduced department's workload
- Analyzed data and made substantive decisions about business customers which impacted company's front-facing business relationships