Amit Tharani

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Experience

Kuku FM Product Manager Nov 2020 – Present

Driving product monetization for Kuku FM audiobook app. Scaled from 1k to 1M subscribers in 18 Months.

- Improved **conversion by 12x** with features, experiments, price packaging, and streamlining the onboarding, paywall, and payment experience
- Set up discounting infrastructure for experiments, cohorted discounting & sales major levers of conversion
- Built the influencer marketing product for both app experience as well as campaign delivery management, bringing in over 25% of subscribers
- Creator & custodian of many tools/platforms like Content Experimentation (A/B test posters, audio, & titles), CMS, content programming, Sales, Campaign management, & Coupons serving thousands of users

Unthinkable Solutions

Product Manager

Jul 2020 - Nov 2020

Designed a Resource Management tool for managing project assignments, checking resource availability, and tracking utilization

Swiggy Business Analyst

Dec 2017 – Jan 2020

Led multiple initiatives to curb delivery partner, CX, & restaurant fraud-saving millions each month. Deep dives into what drives bad ratings and cancellations. Data Instrumentation of products like chatbots, Instamart, Genie

- Instamart: Defined data architecture and fact layers. Identified and socialized key CX and fulfillment KPIs; dashboards to track them.
- Built an anomaly detector to identify restaurant fraud & abuse. Curbed multiple accounts fraud by setting
 up login limits

Analytics Quotient (Kantar)

Business Analyst

Aug 2016 - Dec 2017

Data **analytics**, eliciting requirements, creating **roadmaps**, and communicating **insights**. Acted as a liaison between client and engineering, ensuring delivery hold up to the highest quality standards.

Back-end engineering - writing SQL procedures for web dashboards

- Led the development of a dashboard to visualize stock trading, trend analysis, and schedule reports
- Project managed a Talent management tool to draft resources for a project basis skill, experience & availability

Personal Project

Game Designer

Apr 2015 – May 2015

- A puzzle game on windows where players align similar colored marbles in minimum moves to attain a score.
- Responsible for end-to-end development from early sketches to the finished game: Wireframing, game logic, coding, input, designing textures, level design, prototyping, and delivery.
- Project link: github.com/amittharani/marbellous-sfml
- Teaser: <u>youtube.com/watch?v=cLdF7otQXpo</u>

Academics

National Institute of Technology Raipur, 2012 - 2016

Bachelor of Technology, Information Technology, CGPA: 7.14

Skills

- Product Strategy
- Data Analysis
- SQL

Experimentation

- Wireframing
- Storyboarding
- User Research
- Scrum

Activities

- Secured 2nd position in Kuku FM's hackathon by building an interactive stories app.
- An avid traveler. Backpacked solo in **10+ countries**. Spent lockdown in Russia; many learnings & perspective shifts
- An ardent cyclist. Scaled Zermatt peak and frozen Baikal Lake on MTB; helped build endurance & resilience
- Coordinator of the technical committee at NIT Raipur. Managed & hosted events for Central India's biggest Techno-Management Fest, with a footfall of 1,000+ students