Conor Murphy

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Interested in product manager/owner/business analyst roles within product focused teams (or roles with similar responsibilities).

Key Skillsets

Product Management / Product Analysis
- Key Skills : Product pipeline and product strategy management for short and long term, leading development teams, client engagement and support, gathering client feedback, internal consensus and buy in building, analysis of qualitative vs quantitative customer data, User Stories and Jobs To Be Done creation, simultaneous multiple project management.
- Tools : SQL Analysis, Google Analytics, Intercom.
- Team Processes : Lean, Agile, Kanban.

UI/UX Design
- Key Skills : Wireframing, UX, UI design, design sprints, MVP design, information architecture design, interface sketching, visual design, qualitative user studies, card sort information architecture studies, user survey design.
- Tools : Sketch, Axure, Balsamiq, Survey Monkey.

Development
- Key Skills : Front end Team Management, iterative development, frontend development, test driven development, continuous integration development.
- Languages : HTML, SASS, CSS, Javascript, Jquery, Python, Django, Node, Java.

Presentation & Communication
- Key Skills : Presentations to large and small crowds, external presentations for company evangelising and recruitment, communicated product strategy consensus between all parts of the company, communicated product needs with all parts of the company and discussed product needs and desires with clients.

Work

Hosted Graphite / Feature Lead / CS & Product & Business
JAN 2016 - AUG 2016, DUBLIN

Hosted Graphite is a graphing and monitoring startup. They served large multinationals to small 2 to 3 person companies. For the last year there, I continued my work designing and developing the frontend for Hosted Graphite. However I also expanded the role to include various Product Management responsibilities.

- Came up with and managed all front end feature conception, User Stories and Job To Be Done creation, UX design, and front end development
- Managed the frontend feature pipeline and feature delegation
- Developed usability reports on site features
- Initiated and lead a project that drastically simplified the general information architecture of the site
- Headed the start of a move to a mobile first site
- Concieved of and implemented new on-boarding and in-site education features and several other projects to reduce churn
- Came up with, designed, developed and managed several successful growth UI experiments to greatly increase the usage rates of non-core parts of the product thus increasing buy in from our customers
- Introduced and iterated on ways to simplify and quantify process and time management for the development team
- Backed product decisions with evidence from multiple sources; our internal

databases, google analytics and qualitative customer support and feedback from multiple platforms

Hosted Graphite / UX Developer / CS & Product
MAY 2015 - JAN 2016, DUBLIN

Hosted Graphite is a graphing and monitoring startup based in dublin. They served large multinationals to small 2 to 3 person companies. For the first 6 months while there I was the sole UX designer and developer.

- Sole responsibility for information architecture, user experience and visual finish
- Headed the design and development of UI features
- Shared responsibility for customer support to get a strong idea of customers issues.

Contractor / Designer and product advisor / CS & Product & Business
DEC 2016 - CURRENT, DUBLIN

Working with a few small companies and startups to bootstrap MVPs to test out their product ideas.

melloworks / Founder / CS & Product & Business
OCT 2016 - DEC 2016, DUBLIN

Developed this small side project that involves using checklists to seamlessly manage code quality. Now that the alpha release is finished it'll run as a small ongoing side experiment into Product and Process management.

Xwerx / UX Intern / Product
MAY 2014 - AUGUST 2014, DUBLIN

Wrote user guides and documentation for customers and completed UX reviews for customer features.

Experience while studying Computer Science / CS & Product & Education & Voluntary
SEP 2011 - APRIL 2015, DUBLIN

- **Software Contracting** : Sourced and developed several separate contracting jobs for me and fellow classmates including UX work, design projects, an Android app and server contracting work.
- **VTP (Voluntary Tutor Program)** : Volunteered weekly as a one-on-one tutor with kids in Dublin city centre on after school education.
- **University Times** : Headed an online first change for the largest student newspaper in Ireland. Wrote and edited successful content for 3 years.
- **Fullstack.cc** : Worked for a summer in a student software contracting organisation as a UX designer, product strategy and developer. Helped design and developer an LMS startup alpha and a beta for sports second screen app.
- **Science Gallery** : For 2 years mediated exhibitions part-time based on several varied scientific topics. Included tours and on-on-one education with children and business professionals.

UCDVO / Tech lead for IT Education project / CS & Education & Voluntary
SUMMER 2011, MOROGORO TANZANIA

During a six week trip to install Ubuntu computer rooms in several local schools, I was spread as the Technical Support between the schools for the mornings, installing new infrastructure and resurrecting any failing infrastructure from previous years.

Various Agencies / Promotional & Sales / Business
SUMMER 2009 - 2011, DUBLIN

Worked with various agencies on promotional campaigns (beer companies, Red Bull, animal welfare charities). Culminating in a year as a HP rep in PC world in Jervis Street shopping centre. Mainly direct sales but included stock management and customer support.

Education

Udemy Online Course / Become a Product Manager / Completed
SEP 2016 - Oct 2016, DUBLIN
www.udemy.com/certificate/UC-JPP7CYZT/

Trinity / Computer Science / 2.1
SEP 2011 - MAY 2015, DUBLIN

UCD / Architecture / Uncompleted
SEP 2008 - MAY 2011, DUBLIN
Developed an appreciation of design principles however left after second year to pursue study in an industry I was more passionate about working in.