



CONTACT

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EDUCATION

Secondary School

IIS Marzoli, Palazzolo S/O (BS)

2014 - 2019

CS Engineering Degree

PoliMI

2019 - In Progress

Professional Product Owner I

Scrum.org

2023

GRAZIANO CASTO

Software Engineer | Product Manager

I am a seasoned professional with a background in software engineering and product management. With experience spanning from designing and implementing software solutions for the retail industry to leading agile practices adoption and fostering developer relations, I succeed in bridging technical expertise with strategic vision. Currently, I focus on evangelism for cutting-edge products, serving as a liaison between users and R&D teams while actively engaging with developer communities worldwide.

WORK EXPERIENCE

DEVELOPER RELATIONS

2023-NOW

MIA-PLATFORM

Currently, as a Developer Relations Expert, I focus on content creation and evangelism for our company's product. My responsibilities span from managing the training program we offer to partner developers mastering our internal developer platform and company products, to creating content for product pitches, and managing technical documentation. Additionally, I serve as the bridge between the users of our products and our R&D team, engaging in building relationships with developer communities and participating as a speaker at technical conferences, discussing topics such as open source, cloud-native, and platform engineering.

TECHNICAL PRODUCT OWNER

2021-2023

HUKO

After working as a Software Engineer, I moved to the role of Technical Product Owner within the same team. My responsibilities shifted from technical implementation to team guidance and product management. I led the company's adoption of agile practices, facilitated the onboarding of new developers, and took accountability for the product roadmap. Additionally, I managed stakeholder and customer relationships, directly reporting to the company directors.

SOFTWARE ENGINEER

2019-2021

HUKO

As a software engineer, I was in charge of designing and implementing software products for the retail industry, covering applications such as PoS (point of sale) systems and e-commerce platforms. I was responsible for both frontend and backend development, being accountable for the entire software lifecycle: from requirement analysis to production deployment.