

Michael Andrew Mok

Technical Product Manager | michaelandrewmok@gmail.com | (650) 208-8732

Creative product manager with a background in gaming, education technology, and financial technology. Passionate to drive products from ideation to market.

Education: Foothill College | 2004 - 2008 | Music Theory and Composition

Proficient in: UI/UX, Prototyping, Agile, Analytics, Visualizations, User Testing, Git, JIRA, Confluence, HTML/CSS, Adobe Suite

Professional Experience

ReliaMax Technical Product Manager April 2017 – April 2018

- Created an end-to-end origination platform with a conversational user experience, accelerating the loan application process from a multi-day exercise to a simple 20-minute user session.
- Held meetings with stakeholders and subject matter experts to gain a total understanding of client needs, and provide smart, actionable solutions.
- Built, tested, and iterated on product design prototypes, capturing usage and feedback data to help shape the product roadmap.
- Conveyed complex technical solutions to non-technical users, behaving as the liaison between business and technical teams.
- Managed the project development by identifying key contributor skills, and assigning tasks to match individuals' strengths, resulting in an efficient implementation.
- Authored and maintained product specification documents and wireframes in a timely manner, providing effective transparency and coordination.
- Collaborated closely with engineering team via weekly scrums, and pair programming sessions to properly execute the product specifications and avoid wasted effort.
- Inspired and led the art team through structured ideation forums, unlocking new ideas and perspectives to create unique, high-quality assets.
- Managed the test team, leveraging my previous experience in Quality Assurance to provide guidance and insight in developing a modular product test suite, reducing the amount of time to complete test cycles.

School (Kickwheel) Product Manager October 2015 – March 2017

- Created a mobile application that utilized data from IPEDs, and many fragmented sources to deliver a single, unified college search and tutoring experience.
- Performed extensive market research and competitor analysis, producing detailed reports highlighting competitors' strengths/weaknesses, and determining an ideal market fit for our product.
- Determined the feature list of the MVP by making use of the competitor analyses, and identifying the must-haves for a solid first impression at launch.
- Designed the analytics architecture to support data science research, and effectively answer and test all data and UI/UX related questions and assumptions.
- Led the art team in creative direction, holding daily scrums to define the branding guidelines for the organization, providing clarity and consistency in our look and feel.
- Ran ideation and feature kick-offs with product and engineering teams, clearing up any uncertainty prior to implementation.
- Promptly removed blockers by finding creative solutions, saving hours of work for cross-functional teams.

glugames Associate Product Manager July 2014 – Oct 2015

- Provided major influence in mobile application design, features, art direction, and marketing by expanding on current ideas and taking them to the next logical stage in innovation.
- Created interactive pitch decks, clearly conveying the business proposition to high profile clients including Kim Kardashian, TMZ, Playboy.
- Entrusted to work with first generation and prototype technology, pioneering new and creative ways to interact with emerging mediums and platforms.
- Secured multiple technology patents including the first in the company's history.