

Joshua Danneman

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PRODUCT MANAGER | UX ENGINEER

Well-rounded product engineering professional with 5 years of experience in discovering, designing, and implementing delightful solutions. Immersed in strategic product management and software engineering roles with design experience throughout, offering a unique blend of technical expertise, product vision, and user focus. Demonstrated skill leading cross-functional teams and driving product development cycles. Driven by a desire to always seek higher and better solutions, learn and grow personally and professionally, and get out of the comfort zone to contribute even more. Eager to leverage well-rounded experience and healthy ambitions to contribute to a product engineering team and deliver delightful and efficient solutions.

Software Engineering (frontend emphasis) | Product Management | User Experience Design (UED)
Agile Methodologies | Cross-Functional Team Leadership
Presentation Skills | Innovative Thinking | Problem Solving

TECHNICAL SKILLS

- **Highly Proficient:** Angular, JavaScript, TypeScript, HTML5, CSS3/Less, Technical Product Management, Product Roadmapping, User Story Mapping, Variable Fidelity Prototyping, Cross-functional team management, Agile, Scrumban (Scrum x Kanban)
- **Proficient:** React, SQL, Relational Databases, Frontend Architecture, Bootstrap, Feature Prioritization, Product Vision Definition & Alignment, General UX Design, User Testing, OKRs, User Research, Adobe XD, Design Sprints, Usability Testing, Project Management, Azure DevOps
- **Experienced:** C#, ASP.NET, Git, Node, REST APIs, OOP, User Personas, Fullstory Product Analytics, Figma, A/B Testing, Journey Mapping
- **Familiar:** Python, Google Analytics, Jira, Visual Studio, Functional Programming

PROFESSIONAL EXPERIENCE

ANGLEPOINT - Lindon, UT

May 2021 - February 2024

Technical Product Manager - October 2022 - February 2024

Owned and managed multi-faceted delivery, automation, and project management platforms across multiple product engineering teams.

- Created a custom multi-criteria decision-making framework for prioritizing feature requests, generating a product roadmap, and managing engineering resources (combination of RICE, MoSCoW, Value vs Effort, Engineer Commitment base).
- Pivoted prioritization methodology to a user-role-centric focus instead of feature focus.
- Took all enhancements through full design processes, conducted user research, and worked with engineering to deliver delightful experiences.
- Reworked company deliverables by combining multiple teams' siloed processes into one coherent delivery method.

Full-Stack Engineer & UX Designer - May 2021 - October 2022

Angular, C# ASP.NET, MSSQL full-stack application development, scrum team leader.

- Redesigned and implemented update to project management section and project permissions engine; upgraded outdated user experience and decreased loading times by up to 90%.
- Led implementation for landing page dashboards, reporting, and consultant automation workstation.

BYU DEPARTMENT OF PHYSICS AND ASTRONOMY - Provo, UT

April 2020 - May 2021

Full-Stack Engineer & UX Designer

React, Node, PostgreSQL application development, UX design, product management, team leadership

- Led engineering team in designing, developing, and managing React/Node web application integrated with active directory, saving 48 professors 40+ hours of manual work each semester.

MOZENDA - Pleasant Grove, UT

April 2018 - July 2020

Special Projects Manager & Product Specialist

Developed prototype processes for new, non-traditional projects, and built, implemented, and maintained web-scraping agents that interfaced with system API.

- Developed prototype web crawler product line, brought in over \$450k revenue in first year while only available as a prototype; worked with engineering to integrate as part of regular product.
- Created Google script spreadsheet automation that cut account health analysis time by 90%.

EDUCATION

Master of Information Systems Management, MISM

Brigham Young University - Marriott School of Business, Provo, UT

- GPA 3.67; Major GPA 3.83
- Member of the Association for Information Systems and the BYU Developers Club

PROJECTS

- Angular NFT gaming platform website: leaderboards pages and all account-related flows.
- C# console app tic-tac-toe bot - engineering department tournament champion.
- Javascript Chrome Extension for quickly filling out timesheets – hackathon.
- React/Node task management and iCalendar integration app for easier school planning and time management for Alpha Tutoring students.
- Life-size pressure sensor floor minesweeper game (RaspberryPi, Arduinos).

VOLUNTEER EXPERIENCE

Volunteer Representative

The Church of Jesus Christ Of Latter-Day Saints - July 2015 - July 2017

- Spent 2 years teaching and serving for 80+ hour weeks throughout Rio de Janeiro, Brazil
- Learned Portuguese: conversational by 3 months, fluent before 1 year.

Fundraising Volunteer

Utah Valley Refugees

- Led multiple humanitarian efforts to provide hygiene kits and non-perishable food items to refugees.

OTHER

- Family man, Eagle Scout, Portuguese speaker, runner, cook, DnD player, disc golfer, reader