

# Kevin Tame

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## **PROFESSIONAL EXPERIENCE**

### **Product Director, Front-End Developer, AI Prompt Engineer** | *Jan 2023 - Present*

*Soar Inc.*

- Designed and developed the front-end UI of Soar Scribe in under 3 weeks, leading to the expedited launch of the product.
- Successfully engineered a viral loop mechanism that leverages AI-generated content from each user's video meeting, driving user acquisition and growth, as evidenced by the current viral loop coefficient over one.
- Developed AI prompts that interface with the code and can be parsed to provide users with powerful insights on their behavior and performance in their video meetings.

### **Co-Founder, Chief Product Officer/Chief Technology Officer** | *Feb 2018 - Jan 2023*

*Thrive Software*

- Built and deployed a coaching app yielding an 85% adoption rate within a month by closely understanding and catering to the needs of the coaches.
- Directed daily operations of the company's technology functions, managed a team of developers and designers, and implemented an agile system, resulting in a 95% satisfaction rating for managerial effectiveness from the team.
- Engineered MVP web applications to rapidly gauge user value, leading to a reduction in decision-making time from weeks to days and establishing a clearer product direction.

### **VP of Product, Founding Member, and Board Member** | *May 2018 - Present*

*Null Signal Games*

- Streamlined production lead time from 1 year to 6 months by implementing efficient operational procedures and strategic product roadmaps, leading to increased sales, enhanced player satisfaction, and reduced team member burnout.
- Boosted product sales by an impressive 150% by successfully implementing a new distribution model.
- Led the executive team operations, synchronizing 8 teams and 34 members across 10 global regions, resulting in the successful design, testing, production, and distribution of the globally recognized card game, Netrunner.

### **Director of Technology** | *Nov 2014- Jan 2018*

*Urban Teachers: A Baltimore-based education nonprofit developing effective career teachers.*

- Directed a team of 4 and managed an annual budget of ~\$1M to deploy effective technology solutions, develop applications, and maintain robust knowledge and support systems.
- Orchestrated the overhaul of infrastructure and restructured the data system and application process to drive superior operational efficiency within the organization.
- Achieved a 30% reduction in operational costs by implementing consolidation measures and eliminating unnecessary overhead.

## **ADDITIONAL EXPERIENCE**

**Director of UX, Director of Design and Technology, Corps Member** | Jul 201- Dec 2014  
*Teach for America: A national nonprofit dedicated to educational equity.*

**Co-Founder, Chief Executive Officer** | Jan 2012 - Present  
*Eddee: An AI teaching assistant to help teachers in their classrooms.*

**Support Coordinator** | Jan 2006- Jan 2009  
*Rise Services, Inc: A non-profit creating opportunities for and with people.*

## **EDUCATION**

**Johns Hopkins University** | 2013  
Master of Science in Education

**Utah State University** | 2010  
Master of Business Administration

**Brigham Young University** | 2008  
Bachelor of Science, Major: Sociology

## **SKILLS**

### **Product Design**

Interactive Design • Web and Application Design • Product Vision and Strategy • Wireframing and Prototyping

### **Management**

Project Management • Team Management and Engagement • Communication • Budget Management

### **Technology**

Javascript/Typescript • Remix/React Framework • TailwindCSS • MVP Creation • Webflow • Bubble • Salesforce

### **AI Concepts**

Prompt Engineering • Natural Language Processing

## **PASSIONS**

- Helping individuals achieve their fullest potential by mentoring and coaching.
- Board games and their ability to bring people together for collective social experiences.
- Outdoor activities such as snowboarding, mountain biking, camping, and hiking and the energy I receive while in nature.
- Product creation and the satisfaction of seeing something come from an idea to an actual thing users can interact with.