



# LUCAS LONGACRE

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## PRODUCT MANAGER

Results-oriented and innovative product manager with over 15+ years of experience in a variety of positions including crafting elegant and simple solutions to complex problems, updating features, and enhancing user experiences. Highly skilled at collaborating with cross-functional teams of software engineers to develop cutting-edge products using Generative AI & LLMs that meet and exceed client expectations. A dedicated professional with a passion for staying at the forefront of technology trends, Lucas brings a proven track record of delivering high-quality software solutions that drive business success.

## PROFESSIONAL SKILLS

- LLMs: Open AI, Vertex AI, Llama 2
- Backend: Pinecone, MySQL, MongoDB
- Cloud: GCP, AWS, OCI
- Management: Linear, Figma, Trello, Aha!
- Data: Segment, Customer.io, Mixpane, GA
- Languages: JavaScript, Python, HTML, CSS, SQL, React

## WORK EXPERIENCE

Product Manager February 2022-Present  
Mebot AI Corp. Portland, Oregon

- Designed strategies to engage high value customers based on industry research & data analytics.
- Successfully led global teams of developers & designers to plan, execute, and deliver projects on time and within scope.
- Utilized project management methodologies (e.g., Agile, Waterfall) to create detailed project plans, defining tasks, timelines, and resource allocation.
- Conceptualized innovative Gen AI solutions to improve existing workflows.
- Researched competitive landscape and adjusted strategy, goals and timelines to reflect Industry changes.
- Analyzed marketing data to improve UX and overall app design and functionality.

Technical Director June 2021-February 2022  
Zero Point Reality. Portland, Oregon

- Produced & Directed VR Experience for AT&T flagship store in downtown San Francisco.
- Worked with stakeholders to utilize VR to reach new customers & market segments.
- Coordinated multiple departments on best practices for highest quality VR results.
- Kept abreast of the latest VR technology and applications to constantly improve the final product.
- Managed rollout of optimized VR videos across multiple platforms from VR headsets to streaming.
- Created production workflow to streamline costs and turnaround time for process heavy VR Video.

Video Producer & Technical Lead June 2015-May 2021  
The Original Fare LLC. Portland, Oregon

- Crafted unique look and format of show within budgetary restraints and delivery timeline.
- Coordinated delivery of 30 minute episodes for overseas cable distribution conforming to all technical specifications.
- Worked with clients & stakeholders to repurpose content for multiple outlets including Cable TV, social media & various streaming channels.
- Collaborated with musicians, audio engineers, graphic designers from concept to final export of each episode..
- Managed all media processing and archiving.
- Upgraded equipment & post production studio based on emerging technologies & trends.

## EDUCATION

- Bachelor of Arts in Media Studies / SUNY at Buffalo
- Certificate Full Stack Development / UT at Austin