
Benji J

Product Manager — SaaS and Mobile App, Music, Web3

Summary

Benji researched in Sociology over a decade. Between 2021-2022 he's been working as Project Manager, and then Product Manager building with design and development. He works in small teams to create small impactful launches from ideation to post-launch. Attends to UX flows, copywriting, research, data analytics, strategy and growth. Likes Web3/Crypto as a needed personal tool for stable coins, and learning about finance and IP rights.

Career Goals

Short-Term (6 months)

Focus on industries: Crypto, Urban, Travel, Social-Environmental Impact, Cyber Security, UX and UI Design

Mid-Term (6+ months — 3 years)

Develop strategy skills, focus on user/s journey, discovery, UX, positive team impact, business results, and growth

Long-Term (5+ years)

Well established profile suitable for creating, or working closely, on: vision, mission, new market segments

Location preference

Remote, NYC timezone. OK travel 3/4 times per year for team retreat or offsite.

Company stage preference

Series A

Love Doing

Listening to all parties. Resolving real needs, both external to the company as well as internally

Writing. Understanding needs, requirements, taking notes, setting technical specifications

Expectation Setting. Ideating and communicating solutions across teams, resolving dependencies

Building trust. With teammates, other teams, users

Learning. From others', keeping up to date on industry and role, testing things out.

Building useful product. Better lives for people.

Must Have

Strong Leadership. Experienced + Product Vision

Good Culture. People actually gel, meet, retreats

Team Guidance. Product informed cycle: CPO-CTO

Useful Product. B2C ideally. B2B might work

Industry. Crypto, Urban, Travel, Social Impact, Cyber Security, UX and UI Design

Hate Doing

Reporting. May lead to micro-management

Going to useless meetings. No unlimited meeting invites please.

Overworking. Except one sprint at night or weekend once a quarter, or once a year.

Telling others to do things, pushing. In a team effort, we are looking for space for collaboration, but I'm not the boss of my teammates.

Bureaucracy. I dislike delaying results and delivery: It's OK to chill but make the product grow, deliver value, on time; for users, team, business.

Must Not Have

Underpaid. Regional wages are lesser than global

Unbalanced work-life. Management has no OOO

Engineering Lead. Building decided by devs only

Lacks Vision. Direction is not set by product, nor users

Industry. Government, Taxes, Marketing, Ads, Sales

Strengths & Weaknesses

Strengths

Belief in: self, others, team, company. My view of the company and team make me super high drive, and persistent.

Curious. I love learning, but my fuel is in placing questions forward and not staying stagnant with a simple eternal answer. Iteration and nuance are key.

Supportive. I push causes to happen, and I believe we can all give something out to the world. wagmi: we're all gonna make it.

Ownership. I believe to have both confidence and certainty to move forward, and I strive for other people to gain them as well.

Strategist. Always aiming for the big picture: am I going to be happy about this work in 20 to 50/200 years? I truly hope so.

Weaknesses

Contrarian: sometimes wrongly

Interruptor: a fine art that should never be learned

Overly Imaginative: going off rail to derivatives can be unproductive for working on immediate goals. Let's better plan one step at a time to stay in sync

Unexperienced Professional Background: no well-known, big-name company on my resume as an employer. Primary experience in unstructured companies, mostly regional, in LatinAmerica, and in a promising Music Startup (with HQ in US and Europe) but that hasn't yet gained traction.

Personality

Gallup Strengths

Believer

Philomath

Coach

Self-Believer

Strategist

Myers Briggs

INTJ: Architect

Imaginative + Strategy / Planning

Enneagram

Type 5 / Wing 4 – The Iconoclast
creativity + sensitivity

Candidate-Market Fit

Seeking a Product Manager remote role with attention to UX at a Series-A SaaS-based tech company in Crypto, ideally with social impact and/or B2C.

My background is in sociology and systems analysis. I enjoy user feedback roles, discovery and beta testing.

Preferred industries

Crypto

Urban

Travel

Social Impact

Cyber Security

UX and UI Design

Publishing and Entertainment

Gaming

Ed Tech