
Benji J

Product Manager [SaaS, Music, Crypto—Blockchain—Web3]

This Document Goal is to better understand: 1) what I have to offer, how the market sees me; 2) opportunities I haven't considered; and 3) connect with people you think I should talk with.

Candidate-Market Fit

Seeking a remote **Product Manager** role with attention to UX at early stage (Series A, Pre-IPO/ICO) **Crypto B2C** company with emphasis on these areas: social impact, real life assets, music and media industries.

#crypto #IP-rights #real-world-assets #B2C #B2B2C #music #streaming #NFTs #AI

Summary

With a background in Sociology, Benji has been in Product Management roles for 5+ years. He works in small teams to create impactful launches from ideation to post-launch. His product super powers include: rallying a proper vision for biggest impact, collaborating and brainstorming to bring out the best from the team, and completing delivery launches timely with a big picture view.

Career Goals

Short-Term (6 months)

Strengthen Core Skills: Take product certification/s @scrum.org, attend industry conference.

Mid-Term (2/3 years)

Expand Impact: offer mentorship, lead a workshop, collaborate with NGOs.

Long-Term (5/15 years)

Lead: start own venture, or join an early-stage startup as a co-founder or key team member.

Love Doing

Building useful product. Better lives for people.

Customer Experience. Understanding users' journey.

Envisioning user flows. Setting up (un)happy paths

Listening to all parties. Resolving real needs: talking to customers, working with UX, Design, Data Science, Development, Sales, Marketing, QA.

Problem Solving. Ideating and communicating solutions across teams, resolving dependencies

Delivering. What impacts most, not late.

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

Must Have

Strong leadership. Experienced + Product Vision

Team guidance. Product informed cycle: CPO-CTO

Useful product. B2C ideally. B2B2C works

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

Nice to have. Culture: People work well, and thrive.

Hate Doing

Telling others to do things, pushing. I don't want to work in a place where goals are not aligned between teams which makes it hard to collaborate. I want to work in a place where peers are motivated and onboarded with the goals and strategy. I do need to work here: a PM role entails mentoring and coaching others to achieve their goals too.

Overworking. Except one sprint at night or weekend once a quarter, or once a year. Not a given.

Useless meetings. Goal: <2 per day, <5/6 per week.

Reporting. I communicate progress, and delivering value. Else can become micro-management.

Bureaucracy. Good PMs negotiate well. But stakeholders overstepping hurts the building process.

Must Not Have

Unbalanced work-life. Management has no OOO

Engineering-only lead. Ownership and drive are needed. But please: devs, don't build alone.

Underpaid. Regional wages are lesser than global

Lacks vision. Direction is not set by product, nor users. Organizational Rigidity.

Industry. Insurance, Government, Taxes, Ads, Sales

Strengths & Weaknesses

My Strengths are based on my Gallup Strengths:

Believer
Philomath
Coach
Self-Believer
Strategist

Strengths

Belief in: people's capabilities and that they can bring a lot to the table, from both a work and personal view. self, others, team, company. My view makes me 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 hope so. Let's plan steps and execute!

Weaknesses

My areas to improve come from Personality overall: INTJ + Type 5 / Wing 4

Contrarian: sometimes wrongly, :P
I believe in people's intent and their heart-felt beliefs and actions. At the same time, I can disagree with their ideas and perspectives, and it's a challenge to communicate both angles.

Interruptor: a fine art that ought never be learned :P
I get excited about a conversation and want to contribute. Video calls do help with this: because you have to unmute, and really check if the other person is OK and wrapped their idea.

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

Data insufficient: I'm biased to teamwork and intuition. It's OK to build quickly and iterate, but it's best to plan strategies with hard-data. It's one of my next steps, but not there yet.

Stakeholder Influence. Even though I feel in general to have good relationships across teams, I may need to review what my leverage is, and how much I can or should influence across company.

Personality

Myers Briggs

INTJ: Architect Introversion (I), Intuition (N), Thinking (T), Judgment (J)
Imaginative + Strategy / Planning

Enneagram

Type 5: The Investigator
/ Wing 4: The Iconoclast
creativity + sensitivity

Extended Summary

I enjoy user feedback roles, discovery and beta testing. My background is in sociology and systems analysis: now inclining towards data analytics to inform product decisions.

I'm OK with public presentations: I like sharing ideas and asking for collaboration both with internal teams, as well as with the audience and other companies.

Preferred industries

Social: Social Impact, Fundraising, Ed Tech, Travel
Entertainment: Music, Publishing
Wellbeing: Meditation, Sleep

Company stage preference

Series A: Product-Market Fit

Dream Idea

Earthworms everywhere: like Pay It Forward (2000)
I already have the know-how to give to one person at a time, and have been doing so for almost a decade. But how to create the chain reaction?