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Summary: Been a Product Manager for 6 years, developing, and managing products that enhance user engagement and business outcomes

SII Société pour Informatique

Product Definition Analyst

July 2024 - Present.

Airlines | Travel | AI Driven Dynamic Pricing. Contractor at Amadeus

- Implementing and managing a centralized dynamic pricing cockpit that unifies pricing across all products, services, and sales channels.
- Enabling precise control and execution of AI-driven pricing strategies, ensuring agility in response to market dynamics.
- Optimising product, price, and revenue performance while empowering airline pricing analysts with real-time visibility into revenue trends and competitor pricing.

Leanspace

Product Owner

November 2022 - August 2023.

Enabling future space economies as a cloud platform and building entire software infrastructures.

- Led my team in the development of the second generation of telemetry and anomaly detection services, this enhanced the platform's ability to support future space economies. This involved designing and implementing models to detect anomalies in space asset operations.
- Led teams in creating microservices for managing rockets, satellites, and other space assets, ensuring the scalable, efficient operation of these components.
- Directed research and development (R&D) efforts to explore new technologies and methodologies in data processing, resulting in breakthroughs that contributed to the platform's advanced analytics and processing capabilities.
- Started the strategy for a third-party developer platform and a framework for external developers to extend the functionality of Leanspace's offerings. This involved defining API standards, setting up a developer engagement program, creating a marketplace for third-party services and plugins, and creating an ecosystem around Leanspace's core platform.

Bossbus

Technical Product Manager

January 2021 - November 2022.

A transportation platform revolutionizing the linkage between luxury vehicle fleet owners and travelers, making commuting more efficient.

- Led the initiative to create a platform strategy that enabled third-party developers to extend the functionality of our product offerings. This strategy involved developing comprehensive API documentation, setting up a developer portal and providing support for easy integration.
- Partnered with airlines and flight ticketing companies, allowing them to integrate our service into their booking processes. This enabled passengers to book vehicles as an add-on, resulting in a seamless user flow and expanded service reach.
- Led the development of a vehicle fleet-passenger marketplace that allowed the connection between luxury vehicle fleet owners and travelers for commuting.
- I developed and launched an enterprise platform designed for vehicle owners with multiple vehicles in their fleet. This platform provided management tools and analytics,

Pledre

Product Manager

January 2019 - January 2021.

An EdTech startup digitizing education and offering B2B SaaS solutions for creating interactive virtual learning environments.

- Transitioned to product management in this company. My first responsibility was leading the integration of Stripe to enable school owners on our platform to process foreign currencies, this enhanced our B2B SaaS offerings for interactive virtual learning environments. This project allowed school owners on our platform who were international customers to transact, expanded our market reach and improved our users' satisfaction.
- Conducted market research to identify and integrate emerging trends in digital education, to ensure our product features remained competitive and met customer needs. Used data analytics tools to monitor user engagement and feedback.
- Led the entire product development process and used agile methodologies to align product milestones with business objectives.

ArtQuake

Software Engineer

May 2017 - December 2018.

A multimedia company focused on creating visual and interactive experiences for a digital magazine platform.

- Developed front-end software for multimedia projects, and increased client retention. Used a variety of web technologies, including HTML5, CSS3, JavaScript, and React.js, to create visual and interactive experiences.
- In the team I started the development of reusable components and libraries using React.js, streamlining project execution and fostering innovation in project development.

Tools:

API Development & Documentation: Swagger • Collaboration: GitHub, Slack • API Testing: Postman • Project Management & Documentation: JIRA, Confluence • Product Design: Figma

Skills:

Product Vision • Market Analysis • Agile Methodologies • Scrum • Cross-functional Team Leadership • Analytics • Technical Product Management • Communication • B2C • Developer Experience

Education:

- Diploma - Utiva Product School
- B.A. - Obafemi Awolowo University