

PAUL ARMER

Technical Product Manager & Project Owner

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San Francisco, CA

Following my time at Autodesk, I took a deliberate break to travel and explore artistic pursuits. Now, refreshed by art courses and engaging with community artists, I'm eager to apply my renewed creativity, technical background and empathetic problem-solving style towards the Product Manager role at Recidiviz.

Work Experience

SR. SOFTWARE ENGINEER / PROJECT LEAD

Jul 2019 - Oct 2022

Autodesk

- Led multiple projects on my cross-functional team; developing implementation plans and stories for fellow engineers, communicating status updates every sprint, and working with the marketing, sales, and support teams for product delivery and maintenance.
- Established and scaled internationalization processes, flexible developer tools, and documentation - ensuring compliance with legal requirements and seamless localization for my division's features.
- Developed and conducted technical interviews with an emphasis on empathy for all-involved; simplifying the recruitment process without sacrificing the ability to fully assess a candidate's fit for the role.
- Presented delivery updates and process innovations for at division-wide meetings, encouraging a culture of idea sharing while demonstrating my team's continual commitment to the product vision.
- Wrote and participated in conducting customer interviews to gather qualitative data for new feature development.

PRODUCT ENGINEER

Dec 2017 - Jun 2019

Booking.com

- Designed and implemented features for a highly modular drag-and-drop UI that catered to a wide variety of tourism activity providers world-wide.
- Developed a "branching" technical interview question that gave interviewers a single problem that was adjustable on the fly to challenge candidates in ways that would lead to good hiring signals.
- Wrote on-boarding guidelines for junior engineers, facilitating a quicker integration for new employees into the code base and company culture.
- Coordinated with product managers to analyze reports from support teams across the globe to learn the pain points of our customers and develop product designs as we expanded to new regions.

UI/UX DESIGNER & ENGINEER

Jul 2014 - Nov 2017

Study.com

- Collaborated daily with product owners and back-end engineers on a Scrum/Agile team to deliver web-based educational tools and lessons to students K-12.
- Regularly reviewed analytics data with our business intelligence team throughout the product development process to ensure my designs and features would be impactful in the app.
- Defined thoughtful front-end coding standards by gathering feedback from other engineers and working with product managers to ensure we were streamlining the development processes, not just adding more requirements.

Projects

TTRPG GAME MASTER

May 2015 - Present

- Led multiple year-long campaigns, crafting story-lines and adapting game play mechanics to provide consistent challenges and fun for my players.
- Fostered a collaborative and inclusive gaming environment with safety features like X-card and Lines/Veils, to encourage vulnerability and expressive role play.
- Designed custom game print outs to reduce the amount of paper to print out or to have fun props on the table.
- I've run Dungeons and Dragons, Blades in the Dark, Powered by the Apocalypse games (Monster of the Week, Dungeonworld), The Deep Forest, Fiasco, and more!

Volunteer Experience

VOLUNTEER MEMBER

Jan 2024 - Present

Noisebridge

NoiseBridge is a community hackerspace, focused on providing a space and training for technical and artistic projects. I contribute to this "egalitarian do-ocracy", by volunteering time training others on safely using the laser cutter.

Core Skills

React, Node.js, Python, Django, Angular, SASS, LESS, Webpack, Google Sheets/Excel, MongoDB, SQL, Jira, Confluence, Agile, Tableau, Jenkins, Heroku, AWS/S3, Javascript

Education

Cal Poly San Luis Obispo

Sep 2009 - May 2014

BS Software Engineering