Phil Morris-Parent
Product management | User experience | Leadership
Email: phillippemp@gmail.com

- Clear and effective communicator
- Effective and empathetic manager and mentor
- Excels at maximising limited project resources to delight internal and external stakeholders
- Delivers quality user experiences through research and refinement
- Fast and self-motivated learner
- Demonstrated history of technical excellence
- Experienced at building and repairing team culture and support systems
- Fluent with modern Web technologies including HTML5, CSS3, JavaScript, Vue, Electron, and Svelte
- Experienced with graphic and web design tools including Figma and Photoshop
- Well-versed with planning tools such as GitHub, Trello, Figjam, and Notion
- Comfortable using Windows, macOS, Ubuntu Linux, Red Hat Enterprise Linux/CentOS, iOS, and Android
- Able to script in a variety of languages, including Python and Bash/Zsh

Work Experience

Head of Product
Sapper Labs | Remote (March - October 2023)
- Responsible for the direction and success of Hunchly 2 as well as three other projects still under development
- Architected and led the Sapper Labs Product Org division following the merger of Dark River Systems and Sapper Labs
- Mentored and supported product managers and developers
- Led successful cross-functional discussions related to process and planning
- Implemented Notion to act as a single source of truth and to improve lines of communication to the executive

Head of Product
Dark River Systems | Remote (August 2020 - March 2023)
- Responsible for the direction and success of Hunchly 2
- Curated the ticket backlog and planned releases
- Conducted UX/UI research, design, and packaging for developer handoff
- Designed and developed prototypes of potential future products
- Developed a Python/Flask course for the Hunchly Institute eLearning platform
- Managed a small team of developers

Quality and Support Lead
Dark River Systems | Remote (August 2018 - August 2020)

- Responsible for advocating for customers internally with regards to development planning
- Worked directly with customers to ensure as close to a universally positive experience with Hunchly as possible
- Conducted training and technical support calls over Zoom
- Built a continuous integration/continuous delivery pipeline with Travis CI, then later reimplemented it with GitHub Actions
- Performed release management duties, including deploying a browser extension to the Chrome store and notifying customers of new versions with social media and email campaigns

Technical Applications Specialist
Solido Design Automation | Saskatoon, SK (May 2016 - June 2018)
- Responsible for building and deploying technical solutions to customer problems as part of scaling business
- Trained and supported circuit designers at companies like Qualcomm and AMD
- Implemented account-level strategies in collaboration with salespeople, account managers, and other technical staff
- Demonstrated excellent technical communication skills
- Became team expert for scripting and automation

Electrical Engineering Intern
Glenrose Rehabilitation Research Center | Edmonton, AB (January - August 2014)
- Responsible for the design of a Bluetooth-enabled, wearable, non-invasive pulse oximeter (heart rate and blood oxygen saturation monitor)
- Co-authored a Windows application in C# to interface with the designed hardware
- Produced literature reviews, documentation, and development guides

Education

BSc in Electrical Engineering, University of Alberta (Sep. 2011 - April 2016)
- Graduating GPA: 3.8/4.0

Google UX Certificate (completed Winter 2023)

Hobbies and interests

- Tabletop and video gaming
- Cycling, hiking, and weightlifting
- Coffee nerd stuff
- A rotating assortment of things like drawing, crafts, skateboarding, and game design