

Sebastien Sanz de Santamaria → Resume

Product Manager / Designer / Owner, Cultural Producer

[🌐 website](#) | [linkedin](#) | [github](#)

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Summary

Technology Manager, Owner, Engineer, and Producer with 6+ years of experience and proficiency in digital products within the arts, education, and culture. Expert in all phases of tech-based products who relishes translating complexity into actionable requirements. Passionate team member powered by empathic curiosity and pragmatic problem solving. Leads and contributes to diverse team structures. Passionate advocate for the mission or goal of any undertaking.

Skills & Strengths

Technical Product Owner, Product Backlog Management, Product Management, Agile Methodologies, Full Stack Software Engineering, UI/UX Design, Data Analysis, User Experience, Design & Web Development, Operations, Team Leadership, Cross-functional Team Collaboration, Stakeholder Communication, Problem Solving, Project Management, Founder, Director, Cultural Producer, Grant Writer, Teleprompter

Experience

Manager, Web & Information Services, [Alliance for Young Artists & Writers](#)
New York City, USA (Jul 2020 - May 2025)

a) Technical manager for all digital products of the Scholastic Art and Writing Awards, a national award for teens, with 25 categories in visual arts and literature. b) Product Owner of the Awards Portal which receives 300,000 applications; delivers 80,000 regional awards; and 3,000 national awards every year. c) Led the modernization of the Awards Management System within a team of design and engineering vendors. d) Maintained codebases and running services for the organization's digital products. e) Provided on-demand data-analytics throughout the program's yearly season.

Web Developer, W.A.G.E. Working Artists and the Greater Economy

New York City, USA (Aug 2019 - Dec 2020)

- a) Maintained an app tracking institutional data in a React, Node.js, NoSQL full stack web application with KeystoneJS.
- b) Managed system services for Linux-based production servers.
- c) Provided solutions for the migration of financial data into a non-relational database.

Product Designer / Co-founder; [Rivet](#)

New York City, USA (Sept 2016 - Sept 2021)

- a) Creation of a digital marketplace/billboard of creative and cultural opportunities worldwide.
- b) Product design and creation of the MVP.
- c) Product management and collaboration with engineering in development of a full-stack app in Flask.
- d) Project selected by the art and technology incubator, NEW INC, at the New Museum of Contemporary Art and Made in NY Media Center by IFP.

Director of Operations / Co-founder; [Residency Unlimited](#)

New York City, USA (Jun 2009 - Dec 2017)

- a) Supported 450+ individual artists and produced 250+ public programs.
- b) Maintained bookkeeping, payroll, vendors, auditing procedures, grant writing, and reporting for a non-profit visual artist residency program based in Brooklyn.
- c) Produced yearly programming in all NYC boroughs, managing 500k in annual revenue.

Assistant Director; [Location One](#)

New York City, USA (May 2004 - May 2009)

- a) Maintained an International visiting artist studio program.
- b) Produced public programming and events, installed exhibitions.

Technical Director; [Flux Factory](#)

New York City, USA (Jan 2002 - Nov 2004)

- a) Produced cultural events and public programming for arts collective.
- b) Built and launched the organization's website.
- c) Designed organization logo still in current use.

Intern; [Artes de México](#)

Mexico City, Mexico (Jan 2001 - May 2001)

- a) Production, research, and design assistant for cultural publication.
- b) Field Photography Assistant.
- c) Designed editorial advertisements; c) Adobe Photoshop, QuarkXpress.

Services to the Field

[UnLocal, Inc](#) - French Translator Jan - Apr 2018

[New York City Artist Safe Haven Prototype](#) NYC 2016 - 2018

[SHIFT Residency, EFA Project Space](#) - Advisory Committee - NYC 2011 - 2015

[Residency Unlimited](#) - Board of Directors - Secretary NYC 2009 - 2015

Tools of the Trade

Product: Github, Notion, Jira, Trello, Plane, Figma, Adobe, Penpot, Ollama

Engineering: Node, React, NextJS, SSR/SSG, Gatsby, Hugo, Ruby, Ruby on Rails, PHP, Wordpress, HTML, CSS; Git, CI/CD Pipelines, RESTful APIs; Cloud, Micro Services, AWS, Cloudflare, Netlify, Vercel; Linux, Mac, Windows, Rasp-Pi

Data: PostgreSQL, MySQL, SQL Server; MongoDB, DynamoDB

Education

Software Engineering Program Certification: Flatiron School, NYC, USA 2019

Bachelors of Fine Arts: Ecole Supérieure des Beaux-Arts de Montpellier, France 2000

Languages

 English → C1

 Spanish → C1

 French → C1