

Christian Montoya

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Profile

Innovative product designer with 12+ years of experience in mobile, desktop, web, chat and games. Passionate about product strategy, user experience, user behavior, technology, and data. Skills: UI/UX design, fast prototyping, software management, agile/SCRUM planning, analytics, QA, and user testing. Fluent in English and Spanish. Proficient in numerous software systems including JIRA, Asana, Pivotal Tracker, Trello, Microsoft Project, Excel, Powerpoint, Word, Adobe Photoshop, Illustrator, Sketch, Balsamiq Mockups, OmniGraffle, a variety of analytics platforms, and multiple programming languages.

Experience

Senior Product Manager, Hopscotch, July 2016 – February 2017

- Responsible for analytics, quality assurance, user testing, market research, and user feedback for a popular education app with over 10 million downloads and over 2,000 subscribed customers.
- Led design and engineering teams to deliver crucial product updates in an agile, lean environment to increase downloads by over 2 million in just 6 months.
- Created original educational content for consumers ages 7-13 and educators worldwide, including instructional videos, user guides, and documentation.
- Facilitated communication between the business and technical sides of the company to ensure all points of view were considered for maximum success.

Self-Employed, Montoya Industries, February 2015 – June 2016

- Designed and developed a variety of products from concept to launch for mobile, desktop, web, and chat platforms while keeping overhead investments to a minimum, including an original puzzle game “No More Kings” which was featured in CNET’s best mobile games of September 2015, 2 original chatbots “Emojify” and “DotCom” which were featured in the official Slack app directory, and a unique DJ app “GIF Jockey” developed in collaboration with the #1 GIF platform GIPHY.

Product Manager, Blend.io, September 2013 – February 2015

- Drove the design and rollout of product features including Blend Market and private messaging for this innovative collaboration platform for musicians; acquired by ROLI in October 2015.

VP of Product, OMGPOP, March 2011 – March 2012

- Designed and produced “Draw Something” with a small, agile team in just 5 months to make it the fastest-growing mobile game of 2012, selling to Zynga for \$180 MM.

Education

Cornell University, College of Engineering, Ithaca, New York

Electrical and Computer Engineering, B.S. Date of graduation: May 2007

Projects

CSS Fundamentals – 7+ hours of video instruction on CSS, published by Pearson Education

Blueprint CSS – The first CSS framework, used by sites around the world