HELLO

I'm an experienced, creative, and technical Product Manager with five patents, and I'd like to help you make something innovative and useful.

SELECT PROFESSIONAL EXPERIENCES

PRODUCT MANAGER, Liquibase Pro (Technical PM and PO, too) – <u>liquibase.com</u> (2019 — Now)

When I was hired, Liquibase, a "devops for the database" solution, only offered a popular open-source project and a fairly expensive Enterprise offering. In my tenure and with my leadership, we developed a new Liquibase Pro product, growing from 0 to near 200 customers, including some of the largest Enterprises, generating multiple 7 figures of revenue and approximately 50% of total corporate ARR.

In this time, I have also PM'ed the Enterprise product, the recently sunset Liquibase Hub experiment, and the extensions and testing-focused Interop team.

As combination PM, technical PM, and PO, my efforts include:

- interview with users and prospects
- translate strategy into actionable work
- bring structure to the unstructured
- prioritize outcomes, features, results
- backlog grooming, standups, retros, etc

- co-create roadmaps, waypoints, personas Jira, Confluence, Trello, Google suite, Miro, etc
 - Github, Docker, AWS, Slack, CI/CD and DevOps, etc
 - · work closely with Engineering & Dev Leads
 - write epics, user stories, requirements
 - draft Docs, sales enablement, and release notes
 - test the product via terminal/CLI/python
- cross-functional stakeholder collaboration: customer success, support, engineers, marketing, sales.

TECHNICAL PRODUCT MANAGER – ddmr.com (2018 — 2019)

DDMR was a startup company that thrived on clickstream and behavioral data —and then suddenly it didn't. Its products were mostly internal to a highly technical AWS ecosystem ETL (data processing and delivery pipeline), and a smattering of functional web management or admin tools.

As technical product manager, I worked with the CEO to distill and convey the overall company vision and strategy into product specs and tech specs, which I then used to guide a remote software engineering team in a hybrid agile process.

Usually, I dealt with concurrent development branches of the same product, each its own release, guided by a roadmap's waypoints balanced to shifting client and resource demands. Development occurred using multiple AWS offerings, Github, CI/CD tools, Docker, react, node, javascript and multiple devops tools, documented and shared using Slack, coda.io, Aha, and Jira.

SENIOR PRODUCT MANAGER - Trails.by (2011 — 2016)

By connecting people and knowledge, the Trails platform made learning and teaching easier, more joyful, more social — more like what progressive teachers desire for their learning environments. The Trails edtech platform featured simple and engaging resource maps, public and private groups, threaded discussion, questions, digests, and more.

As senior product manager, I interviewed users and prospects, teachers, students, administrators, (and surprisingly life coaches!), set the roadmap of competing feature requests and developer resources in an agile workflow, managing priorities and calendaring of work tickets, down to managing Github pull requests, including QA from testing to staging to production servers.

As co-founder, I created the core ideas and primary intellectual property, am the named inventor on three granted patents, set the product and feature roadmap, coded a boatload of bundles within a symfony/ ubuntu/ nginx/ php/mysql platform. I also met with prospective and existing clients, did demos and trainings at tradeshows and with customers, wrote marketing copy and more.

OPEN-SOURCE MACHINE-LEARNING IMAGE-CLASSIFICATION TOOL - RoboFlow (2017)

RoboFlow is a semi-automated TensorFlow image classification explorer in a python command line app. I built RoboFlow to get a better sense for TensorFlow's image classifier by making it easier to gather thousands of similar images by hashtag (such as "#robot" or "#robotart") to serve as the neural networks' re/training data, and to enable easy testing of different TensorFlow hyperparameter settings. See more at mariochampion.com/projects

PATENTS AND EDUCATION

Three Patents in Education Technology (#edtech)

Patent #US9536445B2 — System and method for visually tracking a learned process

Patent #US9449111B2 — System and method for generating and accessing trails

Patent #US9292883B2 — System and method for managing a trail

Two Patents in Casual, Social, Strategy Gaming: GridBloc Game (gridbloc.com)

Patent #6659464— GridBloc Strategy Game

Patent #6578848 — Game with moveable play space

School of Architecture, University of Texas at Austin

CIVIC ENGAGEMENT

See more at mariochampion.com/civic

Clty of Austin, Urban Transportation Commission (2015 — 2019, Chair 2019 — 2023) Capital Metro/COA Project Connect Taskforce and Ambassador (2016 — 2022)