

CHRISTIAN MONTOYA

montoya.christian@gmail.com

PROFILE

Innovative product designer with 16 years of experience in cloud, mobile, desktop, web, chat, and games

Skills: Product Strategy • UI / UX Design • Fast Prototyping • Software Management

Agile / SCRUM Development • Analytics • QA • User Testing • Fluent in English and Spanish

EXPERIENCE

Project Manager, Siemens Healthineers, April 2017 – Present

- Led engineering teams in developing innovative medical AI SaaS solution prototypes
- Coordinated internal and external stakeholders including deploying at customer sites for feedback
- Developed and maintained internal tools including cloud application and data processing toolchains
- Prepared and facilitated yearly team workshops for KPI reviews and forward-looking strategy

Senior Product Manager, Hopscotch, July 2016 – February 2017

- Led design and engineering teams in delivering product updates in an agile environment
- Responsible for analytics, quality assurance, user testing, market research, and user feedback
- Created original educational content including instructional videos, user guides, and documentation

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

- Designed, developed and launched a variety of products for mobile, desktop, web, and chat including a GIF DJ app, a chatbot that turns text into emoji, and a puzzle game with a unique twist on chess

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

- Designed and oversaw rollout of product features including Blend Market and private messaging

Product Manager, Turntable.fm, April 2013 – July 2013

- Designed and oversaw rollout of Turntable Gold, a premium subscription service for Turntable.fm

Platform Director / Senior Producer, Cellufun, April 2012 – January 2013

- Created the Tytted Platform, bringing third-party HTML5 mobile games to the Cellufun community

VP of Product, OMGPOP, March 2011 – March 2012

- Co-designed and co-produced Draw Something, then the fastest-growing mobile game of all time
- Developed OMGPOP's entire mobile strategy while building a product team from scratch

EDUCATION

Cornell University, College of Engineering, Ithaca, NY

Electrical and Computer Engineering, B.S.

Date of Graduation: May 2007

Activities & Awards:

Intro to Web Programming Teaching Assistant • Engineering Student Council VP of Leadership

John McMullen Dean's Scholar • Dean's List, Spring 2005 & 2006 • Robert H. Blackall Scholarship