

Michael D. Howey

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Product Manager with a strong background in software engineering, teaching, and operational efficiency. Seeking an opportunity with a company that values growth, mentorship, and loyalty.

PROFESSIONAL EXPERIENCE

Lead Instructor — [SoundHound AI](#) | APR 2025 - Present

- Delivered Amelia's first-ever Spanish-language training, resulting in a perfect 5/5 recommendation score from all participants and driving on-demand video viewership in Mexico from 0 to 551.
- Partner directly with the LATAM sales team by joining their client calls to provide product expertise and help them sell training and enablement services.
- Lead global delivery of Amelia enablement and upgrade trainings for Europe, India, the United States, and LATAM
- Manage end-to-end localization of Spanish-language content and training programs for LATAM markets

Product Consultant — [Hammerfist Studio](#) | APR 2024 - Present

- Lead MVP development for healthcare and hospitality clients, enhancing operational efficiency and accelerating releases by 20%.
- Collaborate with clients to define product vision and roadmaps, achieving a 95% satisfaction rate.
- Streamline development processes using Agile practices, improving team productivity and ensuring on-time feature delivery.
- Work closely with stakeholders to understand user needs and deliver products that solve complex challenges.

Project Manager — [Menzies Mission](#) | MAR 2024 - JUN 2024 [Contract]

- Optimized HR workflows, reducing workload by 15+ hours per week and speeding up decision-making by 30%.
- Managed project timelines, ensuring successful delivery within budget and deadlines.
- Worked with cross-functional teams to improve processes that increased operational efficiency and reduced bottlenecks.

Product Manager — [Pavewise](#) | AUG 2023 - MAR 2024

- Increased user engagement by 12% by prioritizing features based on data and integrating developers into user research.
- Led a team of two developers, driving product strategy in collaboration with the CTO to align with business goals.
- Championed customer feedback to refine features and enhance the product's usability and impact.

Product Manager — [dwel](#) | AUG 2023 - DEC 2023 [Contract]

- Boosted deployment velocity by 38% through improved Agile workflows and aligning GTM strategies with business growth.

- Conducted market research and competitive analysis to inform product development, focusing on user needs and pain points.

Business Analyst — [Codelation](#) OCT 2022 - NOV 2023

- Increased conversion rates by 32% through refined discovery calls and customer insights, improving overall product adoption.
- Gathered and documented requirements, created user stories, and managed projects using Scrum to enhance team collaboration and project outcomes.

Instructional Associate — [General Assembly](#) FEB 2022 - DEC 2022

- Improved student NPS by 18% and increased assignment completion by 50% through curriculum enhancements and tailored support.
- Mentored students, fostering a learning environment that led to a 90% course completion rate.
- Gained valuable experience in instructional design and employee development, which will inform product training development.

Web Developer — Ecom by Jake OCT 2021 - MAR 2022 [Contract]

- Delivered an internal tool 4 weeks early and improved content discoverability by 25% through SEO best practices.
- Worked with Node.js, PostgreSQL, and React to develop scalable web applications that meet business needs.

SKILLS

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| • Product Road Mapping & Planning | • Data Analysis & User Advocacy |
| • Employee Training Solutions | • Requirements Analysis & Documentation |
| • Feature Prioritization & Product Lifecycle Management | • Go-to-Market Strategy & Release Management |
| • Cross-functional Team Leadership & Stakeholder Management | • User Experience (UX) Design & Testing |
| • Agile Methodologies (Scrum) | • SaaS Product Development & Operations |
| | • Project Management & Risk Management |

EDUCATION & CERTIFICATIONS

BS in Computer Science — University of the People (SEP 2020 - JAN 2026)

Software Engineering Bootcamp (+420 hours) — General Assembly (SEP 2021 - DEC 2021)

Certified Scrum Product Owner (CSPO) — ScrumAlliance (OCT 2021)

SPOKEN LANGUAGES

English: Native

Spanish: Fluent