

# MICHAEL D. HOWEY

PRODUCT MANAGER  
SOFTWARE ENGINEER  
TECHNICAL CONSULTANT

 [INTRO VIDEO](#)

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## SUMMARY

Dynamic product manager and software engineer with over 4 years of experience bridging business needs with technical solutions. Proven ability to lead cross-functional teams, manage stakeholders, and deliver scalable web applications. Skilled in full-stack development, technical documentation, and solution architecture. Known for problem-solving, adaptability, and driving client success in diverse industries, including healthcare, hospitality, and education.

## WORK EXPERIENCE

### 2024 - PRESENT

Hammerfist Studio, LLC | Moorhead, MN (*Remote*)

#### Product Manager, Software Developer & COO

- Led a software agency specializing in building MVPs for healthcare and hospitality clients.
- Defined product strategies and technical roadmaps to align business needs with innovative solutions.
- Managed client relationships, project timelines, and development teams to ensure successful project delivery.
- Developed products using Remix, React, Typescript, Node, and third-party APIs.

### 2023 - 2024

Pavewise | Fargo, ND (*Remote*)

#### Product Manager & Business Development

- Collaborated with clients to gather and analyze technical requirements, delivering tailored solutions.
- Defined and prioritized product features based on ROI and stakeholder feedback.
- Developed and executed go-to-market strategies, improving product adoption and customer satisfaction.

### 2022 - 2023

Pavewise | Fargo, ND (*Remote*)

#### Product Manager & Business Analyst

- Gathered and documented technical and business requirements for full-stack applications.
- Analyzed risks and benefits of proposed solutions, presenting clear recommendations to clients.
- Simplified complex technical concepts for non-technical stakeholders, ensuring alignment.
- Worked closely with the marketing team to generate warm leads through content strategies, increasing client engagement.

## EDUCATION

### 2020-2025

#### UNIVERSITY OF THE PEOPLE

- Bachelors of Computer Science
- GPA: 3.5 / 4.0

### 2020-2022

#### UNIVERSITY OF THE PEOPLE

- Associates of Computer Science
- GPA: 3.5 / 4.0

### 2021

#### GENERAL ASSEMBLY

- Software Engineering Bootcamp

## PRODUCT

- Cross-function Team Leadership
- Strategic Planning
- Stakeholder Engagement
- Product Roadmapping
- Project Management
- Product Strategy

## TECHNICAL

- React
- Node.js
- Typescript
- Tailwind CSS
- Postman
- RESTful APIs

## LANGUAGES

- English (*native*)
- Spanish (*professionally fluent*)
- Portuguese (*basic*)
- Russian (*beginner - studying*)