

Jonathan Prosperi

Product Manager

A product architect and designer with five years of project leadership experience and a background in digital media development.



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SKILLS

Product Management

Roadmap Development

International Product Strategy

Public Speaking

Timeline Management

Usability Testing

UX Design

Mock-up Design

Interdisciplinary Communication

CERTIFICATIONS & ACHIEVEMENTS

Licensed Teacher

History 5-12, State of Massachusetts

NYU Outstanding Scholar

Awarded 2019

Eagle Scout

Member of the Freemasons of Massachusetts

WORK EXPERIENCE

Product Director Cyberscape LLC

10/2017 – 12/2019

New York, NY

An ed tech startup creating a multimedia curriculum to teach an international audience about artificial intelligence.

- Directed the production of a multimedia curriculum about AI from conception through release, successfully delivering the curriculum, activities, and an educational strategy game in 18 months.
- Served on the Executive Board, working alongside investors and other stakeholders to develop product plans and ensure our product met the company's strategic goals.
- Performed qualitative and quantitative user testing throughout the project to guide our development process.
- Traveled across China to lead product demonstrations for investors throughout Series A funding, raising \$1.3m.
- Managed the budget and timeline, directing resources and serving as point of contact for a team of over 20 designers, developers, and content specialists to ensure our product was released within budget and on time.

Project Manager RIDDLE Lab NYU

10/2017 – Present

New York, NY

A research lab dedicated to studying how media and narrative impact K-12 education.

- Supervised an interdisciplinary team of 10 learning designers as we created an educational workshop for 100+ middle school students, including curriculum, activities, and learning assessments.
- Iterated the design of the workshop across four versions, reviewing quantified user feedback and updating the workshop framework to account for shifting research objectives.

Multimedia Designer CREATE Research Lab @ NYU

09/2017 – 12/2019

New York, NY

A research lab that studies how cognition and executive functioning are influenced by multimedia such as games.

- Designed multimedia including apps, websites, textbooks, and games using methods such as storyboards, mockups, user flows and design documents.
- Completed internal and client-facing deliverables in an agile and waterfall-based environments using tools such as JIRA, Slack, and Trello.

Senior Producer Frontier Community Access Television

08/2014 – 05/2016

Deerfield, MA

A local access television station connecting the Frontier community to news, culture, education, and government.

- Produced 500+ programs from pre-production through recording, post-production and hand-off.
- Acted as Programming Director, sequencing content across three television channels and online platforms regularly viewed by over 10,000 people.
- Served as Interim General Manager for seven months, overseeing a staff of 10+ producers, helping the Board of Directors find a permanent General Manager, and then onboarding him into the role.

EDUCATION

Master of Science in Games for Learning New York University

2017 – 2019

GPA 3.96

Bachelor of Arts in Politics, Philosophy, and Law Binghamton University

2009 – 2013

GPA 3.45