

BRIAN L. E. WASHINGTON

Product Manager

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SUMMARY

Product Manager with 4+ years of experience shipping technical products across platform, integration, and infrastructure SaaS domains. Comfortable working directly with engineering teams on scoping, trade-offs, and release decisions. Consistent track record of coordinating cross-functional delivery across multiple squads while maintaining product quality, interface consistency, and release discipline. Grounded in formal HCI research methods and interaction design at the graduate level, with active hands-on experience building AI-assisted tools and automating product workflows using current LLM APIs.

CORE COMPETENCIES

Product Strategy + Roadmapping	Backlog Management + Prioritization
Cross-Functional Delivery + Coordination	Stakeholder Communication + Alignment
HCI Research Methods + Usability Testing	Platform + Integration Architecture
AI-Assisted Prototyping + Workflow Automation	Agile/Scrum, QA, + Release Management

PROFESSIONAL EXPERIENCE

Product Manager | Block Labs, Lisbon, Portugal (Remote) 2025 – Present

- Own product backlog and roadmap for a developer-facing platform; decompose user requirements into detailed technical specifications and coordinate prioritization across product, engineering, and design.
- Collaborate directly with engineering on architecture decisions and implementation trade-offs; evaluate competing approaches against product constraints before committing to scope for each release cycle.
- Introduced dependency-mapping practice across 3 cross-functional teams that surfaced integration blockers before they reached production, reducing delivery risk in structured release cycles.

Product Manager — Integrations & Platform | SSV Labs, Tel Aviv, Israel (Remote) 2023 – 2025

- Led a \$400M+ platform migration by designing phased rollout strategy across 4 engineering squads; scoped stability requirements first, then sequenced work to prevent disruption to live users and downstream partners.
- Defined requirements and integration contracts for 8+ partner integrations; established quality patterns that prevented breaking changes across 3 major releases and reduced partner escalations by 50%.
- Analyzed product usage telemetry to identify onboarding friction points; restructured user flows based on drop-off data, reducing time-to-first-integration by 40% across external partners.

Co-Founder & Product Lead | KNOW Foundation, Remote 2022 – 2023

- Led product definition from concept to technical specification for a cloud-native platform; evaluated 3 architectural approaches before selecting an event-driven model that balanced scalability against operational complexity.
- Conducted competitive analysis of 6 platforms to identify underserved user needs; translated findings into roadmap priorities that differentiated positioning and informed go-to-market strategy.

Product Manager | Touchcast, Remote 2021 – 2023

- Managed end-to-end delivery of an enterprise authentication product; shipped API-driven systems that reduced partner integration time by 60% through simplified workflows and improved documentation.
- Maintained product stability for downstream consumers across multiple release cycles; introduced a versioning strategy that enabled parallel feature development without breaking existing integrations.

EDUCATION

Master of Arts, Human-Computer Interaction — Reichman University (IDC Herzliya) 2020 – 2021

Research focus: interaction design for complex technical systems and user experience

Full Stack Web Development Certificate — UC San Diego Extension 2018

BA, Communications & Media — California State University San Marcos 2012 – 2016

TECHNICAL BACKGROUND

Technical Fluency: JavaScript, React, Node.js, MongoDB (MERN), REST APIs, Git, OpenAPI/Swagger

AI + Automation: Claude Code, Anthropic/OpenAI APIs, prompt engineering, AI-assisted prototyping, workflow automation

Product + Collaboration: Jira, Linear, Notion, Figma, data analysis, A/B testing, user research, stakeholder reporting

HCI + Research: User interviews, usability testing, interaction design, cognitive load, Figma prototyping

Languages: English (Native) | Hebrew (Conversational) | Spanish (Basic) | Portuguese (Basic)