AROON MATHAI

Product Manager with experience in product design & software development

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(412) 514 1455

EDUCATION

Carnegie Mellon University

Masters in Human-Computer Interaction, School of Computer Science. GPA 3.84
2017 - 2018

Vellore Institute of Technology

B. Tech in Computer Science & Engineering, School of Computer Science. GPA 3.65
2011 - 2015

SKILLS

Product

Scrum and agile methodologies
Data analysis (SQL, Python)
A/B Testing and experimentation
OKRs

Holistic Experience Design

End to end (hybrid UX + UI) UX design
Design for large and small B2B retailers
User-Centered design
Product/UX strategy

UX Research

Rapid Prototyping (low + high fidelity)
Competitive analysis
User interviews
Usability testing

Tools

Figma
Miro
Amplitude for Data Analysis
JIRA

Software Development

Font-end web development (HTML/CSS/JS)
React/ReactNative/Next.js
Collaboration with cross-functional teams

WORK EXPERIENCE

Product Manager III · PayPal — May 2022 - Present

Building merchant experiences for buy now, pay later solutions globally.

Product Designer · PayPal — Apr 2021 - Apr 2022

Designing merchant experiences for buy now, pay later solutions globally, working cross-functionally with engineering, UXR, UED, content, analytics, marketing and CSMs. *(KPIs still being measured)*

- Email Marketing Center - A self-serve tool for LE (large enterprise) merchants to create compliant Pay Later email campaigns with the goal to increase Pay Later TPV (Total Payment Volume) and FTUs (first time users)

- Received 3 Bravos as part of PayPal's peer-recognition program.

Product Designer · Two Point Conversions — Dec 2018 - Mar 2021

Founding member and UX Design lead for Remedy, a B2B2C SaaS mobile healthcare platform that connects patients with doctors.

- Oversaw UX from initial concept to shipping the MVP to the App Store.

- Works with the Executive team to define business objectives and OKRs, product requirements and future product opportunities based on qualitative and quantitative data for different stages of the product release cycle.

- Creates simple and elegant user flows, wireframes, prototypes of different fidelities, animations, icons, UI illustrations, etc based on user-centered research, validating each through multiple iterations of user tests.

Software Developer · Zynga — Jan 2015 - Apr 2017

Software Development lead for Mafia Wars and full-stack developer in a fast-paced environment with cross-functional web and mobile teams of PMs, designers, content strategists, producers and artists.

- Won the studio-wide 'Emerging Star' award for automating features on Mafia Wars in my spare time reducing feature completion time from 5 to 1.5 days on average during my first quarter at Zynga.

- Won the company-wide 'Green Beret' award for work on Dawn of Titans.

- On Draw Something, reduced load-time/user by 80%, increased games created/DAU by 47.45% and increased new sessions per player per day by 2.5x while also decreasing the counter-metric errors/DAU by 59.14%.