

Derek Burgess
Product Management & Design
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I approach product development as a dialog. Conducting research, analyzing what is cutting edge and asking the right questions are important elements that contribute to a products success. I believe Product Managers can do their best work when they remain agile and creative. By considering the feedback of project stakeholders and helping curate the design process, they can quickly expand or develop new products. Through driving strategic workshops, meetings, and critiques, they can bring the team together.

I'm BIG on helping develop internal tools and processes that minimize chaos and empower individuals to contribute to the companies success. I can also sit down and push pixels or write code if that is what's needed to unblock a project. My strengths are: being thoughtful and open to ideas, working quickly and sharing often, observing data/experience and building on it.

PRODUCT MANAGEMENT @PLETHORA 2016-Present

PRODUCT DESIGN @PLETHORA 2013-Present

- Product Strategy & Roadmap Planning/Management.
- Product User Experience Research & Development.
- Agile Project Planning & Management.
- Metric's [KPI/Goals]: Planning, Defining, Tracking and Analysis.
- Business Process Design, Implementation and Training.
- Manufacturing Process Development & Implementation.
- Machinist[Haas VF2/UMC750], MiG Welder, Educator.
- Frontend UI/UX Design for web, mobile, and Windows/Mac applications.
- Frontend Development: HTML, CSS, JS, Angular.js, NODE.js, and React.js
- Organizational Growth & Development.
- Product/Engineering Departmental Hiring.
- Internship Project Planning, Hiring and Management.
- Company Training Material:
 - Introduction to 3-Axis CNC, using a shopbot and Haas VF2.
 - Introduction & Advanced CAD/CAM, using Solidworks, AutoDesk Inventor and HSM Works.

Early Stage Plethora:

The time between our Seed Round and Series A. This is where I went from knowing what machining was and have dabbled in it- to teaching myself how to CAM parts and operator a Vertical Milling Center[Haas VF2]. I was working late to test our software and make parts for early beta customers. While also helping build that software during the day. In 7 months our small team cobbled together a functional automatic system and wowed our investors.

Customer Add-In [www.plethora.com/download]:

I work closely with our Geometric Analysis Team to improve our ability to: analyze geometry for manufacturability and automatically quote time & cost. I have lead projects that improve our understand of machining, to testing and improving our pricing algorithm. I am also responsible for the UI & UX. Through talking to customers, I have implemented everything from small features to entire UI overhauls.

I worked closely with another Product Manager to Spec/Design this experience into a Web UI that includes an industry first web based manufacturability feedback loop for machining.

Factory Automation:

I work closely with our CTO & Head of Product to plan, spec, and design, an advanced internal software tool that is aimed at reducing the time to program CNC machines. Myself and a Senior Engineer have lead a skunkwerks group of engineers to build a system from the ground up that is now producing machined parts automatically. I am also responsible for leading our manufacturing automation product lines. Projects that improve efficiency on the factory floor, such as; Resource planning & management, Tablet UI's, and machine automation programs.

PRODUCT CONSULTANT @SKUNKWERKS

2007-Present

- **BrewBOT** [Automated Coffee Shop] - Product Strategy & Product Design.
- **CloudFab** [Manufacturing as a Service] - Branding, User Experience and Product Design.
- **Resumator** [Hiring Management Service] - Illustration & Visual Design.
- **Resunate** [CV Management Service] - User Experience & Visual Design.
- **RoommateFit** [Roommate Finding] - Branding, User Experience, and Visual Design.
- **Insurance Zebra** [Insurance Leads] - Branding, Illustration, User Experience, and Visual Design.
- **Merrier** [Online Shopping Extension] - User Experience and Product Design.
- **Rijjuven** [Medical Hardware Company] - Branding, User Experience, and Product & Hardware Design.
- **Commonwealth Press** [Local Business] - Web Development & Visual Design.
- **DeeperSpaces** [Property Management] - Branding, Web Development, and Visual Design.
- **VideoForge** [Content Creation Service] - Branding & Visual Design.
- **Vire** [College Recruiting] - Branding, User Experience, and Product Design.

SENIOR DESIGNER @MIND OVER MEDIA

2012-2013

- Frontend UI/UX Design for Web & Mobile.
- Frontend Development: HTML, CSS, Javascript and PHP.
- Brand Development: Strategy, Planning, Interviews, Research and User Testing.
- Video Production: Story-boarding, Producing, and Editing.
- **Product Design & Management: Vire: College Recruiting App with Hardware Device.**

[TEACHING] ADJUNCT INSTRUCTOR @PITTSBURGH FILMMAKERS

2010-2013

- Syllabus Design & Educational Material Prep.
- Area of Study: Visual Design for Web & Mobile. HTML, CSS, Javascript, PHP and MYSQL.
- Classroom Management: Attendance, Assignments and Grading.
- **Mentoring students on the business of technology.**

[ENTREPRENEUR] CO-FOUNDER @LEFTRIGHT STUDIOS

2009-2010

An AlphaLab Alumni Company.

- Business Strategy, Funding Raising and Investor Pitching.
- Marketing Strategy, Design and Implementation.
- Frontend UI/UX Design for iOS.
- Frontend Development: HTML & CSS.
- Game Design: Mechanic's, Animation, Illustration, and Level Design.

[VOLUNTEER] CROHN'S & COLITIS FOUNDATION OF AMERICA

2011 & 2012

Art's Alive!

- Event Organization: Strategy, Planning and Venue/Talent Acquisition.
- Marketing Support: Web Site & Advertisement Visual Design.

SOFTWARE

- CAD/CAM: Solidworks, Siemens NX, AutoDesk Inventor, AutoDesk HSMWorks, Rhinoceros.
- Adobe CC: Illustrator, InDesign, Photoshop, Premier, After Effects.
- Google Drive/Microsoft Office: Word Processing, Spreadsheet Development, Presentation Design.

FUN STUFF

I fully restored an old Volkswagen Bus and have driven it cross country, East to West and back. I have a permanently installed sculpture in Pittsburgh, PA that is 15 feet tall and 2500lb. A hand carved piece of wood that took 1 year to complete with a fellow artist.