

# PETER S. CROCE

People-oriented product manager and former front-end developer (React, node, Rails) with a passion for spanning disciplines and co-creating meaningful experiences.

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## PRODUCT MANAGER

New York Ave.  
Dec. 2015 - Present

Lead cross-functional team in an agile workflow, working directly with developers and client stakeholders to ensure successful product and feature launches. Balance large client projects with production of mass market, passive revenue generating apps and improvement of internal tools. Develop and administer user experiments. Leverage data into actionable insights. Create Trello and Asana systems to facilitate smooth team growth. Activities: triage bugs and backlog, capture and synthesize user needs, cultivate consensus, facilitate sprints, maintain flexible roadmap.

## FACILITATOR

The Dali Museum Innovation Labs  
Aug. 2015 - Sep. 2017

Facilitated sprints for executive teams and leadership using a variety of agile-instigating methodologies at conferences and all-hands meetings on-site and off-site. Methods: human-centered design, LEGO® Serious Play®, Osborn-Parnes CPS, improv games.

## FRONT-END DEVELOPER

Various clients  
Sep. 2014 - Dec. 2015

Helped make digital marketing personal for a variety of SMEs by designing, testing, and coding user experiences in a modern front-end stack. Continuously self-taught to improve product offerings. Tools: JavaScript, Node.js, npm, Ruby, Ruby on Rails, SCSS, gulp, Git, HTML5, CSS3, mockups, whiteboard.

## BS PSYCHOLOGY BA CRIMINOLOGY

University of Florida  
Aug. 2008 - May 2012

Researched judicial decision-making; held leadership positions and managed budgets. Activities: SPSS data analysis, interview participants; managed hundreds of peers.

## BUSINESS DEVELOPMENT

AmeriCorps  
Sep. 2013 - Aug. 2014

Introduced business owners to analysis product that lowers operational costs. Activities: sales, public speaking, user empathy, web development.

## CODING TUTOR

Code With Pete  
May 2015 - Present

Taught adolescents and adults how to code using play-based curriculum. Tools: JavaScript, HTML5, CSS3, wrote curriculum.