

ANDREA MOZO

A woman in product | andreamozo.com

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PROFESSIONAL EXPERIENCE

Director, Digital Products, Council for Economic Education

JULY 2018 – PRESENT

- Strengthen and contribute to product team culture
- Define and develop product vision in alignment with company's short and long-term goals
- Own product roadmaps and communicate with C-level staff and other stakeholders
- Build team processes to deliver products that meet customer needs using top-down, bottom-up approach
- Work with cross-functional teams and vendors in shared vision to align around goals and timelines
- Evaluate and approve and implement content from third-party providers
- Lead and collaborate with marketing and sales to assess and advise product marketing strategy

Product Manager, CS Ed, Carnegie Learning

AUGUST 2017 – FEBRUARY 2018

- Oversaw the launch of the computer science education software for the K-12 market
- Build, maintain and communicate product roadmaps
- Work with engineers, designers, management team, and marketing team to position newly acquired product into overall company strategy
- Write requirements to fully integrate product with existing company product portfolio
- Attend conferences across the country to continue to promote and advocate for product in K-12 market

Associate Product Owner, Amplify

JUNE 2017 – AUGUST 2017

- Work as a core member of two cross-functional agile development teams within CFER (Center for Early Readers)
- Develop standard production process in collaboration with Product Owners, Product Managers, Engineers, and Designers
- Organize all game assets for 14+ mini-games

Manager of Customer Experience, Globaloria

JANUARY 2016 – MAY 2017

- Manage customer support team using Zendesk to debug code & provide trouble-shooting methods
- Triage customer support issues and recommend new product features

Content Associate, LightSail Education

JULY 2015 – DECEMBER 2015

- Assess and curate content for titles in LightSail repository
 - Maintain all content lists using advanced excel skills
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EDUCATION

Master of Arts T.C., Columbia University
SEPTEMBER 2016 –MAY 2018
Design & Development of Digital Games, NY

Bachelor of Arts Monmouth University
AWARDED MAY 2010
Spanish and Special Education, NJ

Study Abroad, CCIS Universidad de Sevilla
SPRING 2009 in Sevilla, Spain

SKILLS

Roadmaps	OKR/KPIs	Agile	Requirements
UX/UI	Wire-framing	Strategy	User Research

PRODUCTS

Below are products that I have managed/launched:

[EconEdLink](#) @ Council for Economic Education
[Amplify Reading](#) @ Amplify
[Zulama \(formally Globaloria at Carnegie Learning\)](#) @ Carnegie Learning + Globaloria