Mat Niznik

Long Beach, CA

Technical Product Manager

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SUMMARY

Technical Product Manager who ships user-loved products end to end. With an engineering background and an MBA, I bridge users, business, and engineering: I run discovery, shape roadmaps, write clear specs, and ship, making decisions with data and a strong sense for UX, and going deep with the team because I've written the code myself.

TECHNICAL SKILLS

Product	Roadmapping, Discovery, User Research, Specs, Prioritization, A/B Testing, Analytics
Delivery	Agile / Scrum, Cross-functional, Stakeholder mgmt, Risk, Roadmapping, GTM
Analytics	Metrics, A/B Testing, SQL, GA4, Microsoft Clarity, Session Replay, Elasticsearch
Technical	React, React Native, REST APIs, Python, SQL, AWS, Git / GitHub, Figma
Business	MBA, Strategy, GTM, Investor Relations, Fundraising, Cross-border teams

Core competencies: Product Management · Roadmapping · Discovery · A/B Testing · Analytics · Agile · Stakeholder Management

EXPERIENCE

Product Manager (Technical) · Zippia, Inc.

2024-2025

- **Reduced resume-builder user drop-off by 17% by diagnosing and resolving a UX bottleneck through session-replay analysis.**
- Drove product decisions through backend data analysis across MongoDB, Elasticsearch, GA4, Clarity, and JSON structures.
- Improved product iteration efficiency by 42% by introducing a structured testing framework.

Stack: MongoDB, Elasticsearch, GA4

IT Project Manager (Technical) · Taycor Financial, Inc.

2022-2023

- **Authored product requirements and UI/UX mockups for a customer-facing mobile application.**
- Led migration from a 20-year-old legacy CRM to Salesforce, mapping every company process, managing integrations, and training staff, substantially improving operational efficiency and data management.
- Liaison between business stakeholders and technical teams, defining scope, objectives, and deliverables, and developing new product concepts alongside the CEO.

Co-Founder & VP of Product · Raion Games

2020-2023

- **Secured $250K in investment for the Datenshi project through investor pitches and negotiation.**
- Led a cross-functional team of 7 (engineers, artists, QA) across the full game-development lifecycle.
- Shipped titles: Datenshi, POW POW: Dye it up VR, DANGER! Escape Lab VR, Escape Room VR: Inner Voices, and BEAST.

Co-Founder & CTO · HMI Cube

2023-2024

- **Led technical direction across game development, web, and branding for a mobile game studio.**
- Oversaw UI/UX design, front-end mockups, and promotional digital assets for shipped titles.
- Advised the founding team on gameplay design, user experience, and visual direction, shaping the studio's creative identity and digital presence.

Founding Software Engineer · MintCollect

Remote · 2026

- **Rebuilt the iOS and Android app in React Native and TypeScript from its first week and became its only app engineer, shipping 22 versions in seven months for an app with 85K+ accounts.**
- Architecting and building a cross-platform React Native (Expo) application from the ground up for a trading-card data and marketplace platform, owning all front-end architecture decisions.
- Designed a modular, strongly-typed component architecture with centralized state management and a REST API integration layer backed by a Python service.

Stack: React Native, TypeScript, Expo, REST APIs, Python, Git / GitHub

IT Project Manager (Technical) · xBerry R&D House

2019-2020

- **Owned product discovery for R&D clients in the tech and medical sectors: market research, end-user interviews, product vision, and a prioritized user-story backlog and roadmap.**
- Delivered Szajna Snap, a tablet app with image-processing-based lens measurement integrated with an electronic ordering system; hit 40% of annual KPI in month one.
- Primary point of contact for key accounts, coordinating cross-functional delivery teams against timeline, budget, and scope.

IT Project Lead · B-MIND Software House

2018-2019

- **Led delivery of the blinkee.city e-mobility platform, a GPS-enabled mobile and web app for vehicle sharing, in an Agile workflow, driving a 300% increase in active installs, 1000% growth in supported vehicles, and over 100,000 active users.**
- Owned B2B tech and startup client relationships, translating business requirements into delivery roadmaps and surfacing upsell opportunities through product demos and post-launch support.
- Coordinated delivery of digital products across engineering and design, holding timeline, scope, and quality standards on every release.

EDUCATION

Master of Business Administration (GPA 3.91) — Bethesda University of California

M.Sc. Computer Science — Westcliff University Irvine

M.Sc. E-Business — SGH Warsaw School of Economics

BBA, Management (Trade & Marketing) — Poznan University of Economics

LANGUAGES

English (Fluent)