

Growth Product Manager

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CEO of a Washington State C. Corporation

Built and maintained home technologies design & installation company at the beginning of the Great Recession resulting in year after year profitable growth, consistent revenue stream which resulted in keeping full time specialty workers employed during the recession.

Implemented strategic business initiatives, including training programs, pricing and tracking to meet company goals and marketing strategeis as well as performance and task management to improve end goals.

Elected Chairman for 502(c)(8) fraternal Organization

Responsible for conducting meetings for 215 members dealing with financial charitable givings and that resulted in average of 4,500 service-hours.

Community Organizer

Instigated and managed softball team in small rural town that resulted in 3.8% population sign on.

Arcade - Owner

Used data and research to conclude opening an arcade in small rural town would not be feasable alone, but opening arcade as a draw for sales of arcades worked and resulted sale of 60+ full size arcades.

Satisfied an unreasonable desire to have an Arcade while utilizing real time data to accomplish realistic goals and expectations without financial loss.

Educational Background

Bachelor of Arts, Philosophy - W.S.U.

NuCamp, front-end Development -Spokane

Responsive Design, Free Code Camp - Online

Cert Prep: Scrum Master & End-to-End JavaScript Testing - Linkedin

Skill Set

Strategic Planning & Execution
Leadership & Team Management
Data-Driven Decision Making
Continuous Learning & Highly Adaptable
Strong Communications & Collaboration

Technical Focus Skills

Notion & Kanbanflow - Productivity & management Software Slack, Zoom, Microsoft Teams, GitHub - Communication Environments Google Anayltics, Google Optimize & just plain google Chatgpt 3.5 & 4.0 & talking with human beings.