

Maurice Edohoeket

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TECHNICAL PRODUCT MANAGER | DESIGN ENGINEER

PROFESSIONAL SUMMARY

Technical Product Manager and Design Engineer with over 5 years of experience taking digital products from concept to scale across B2B SaaS and fintech platforms. I operate at the intersection of product strategy, UI architecture, and backend systems. Because I prototype directly in Figma and build in React, I write technical PRDs that engineers can execute without friction. Proven track record leading cross-functional pods, cutting delivery cycles by 30%, and launching platforms that secured 3M USD in venture funding. Focused on eliminating handoff delays and validating roadmaps through telemetry rather than guesswork.

TECHNICAL & PRODUCT COMPETENCIES

Product Strategy & Delivery: Technical PRDs, Roadmap Planning, 0-to-1 Product Discovery, Sprint Prioritization, Cross-Functional Team Leadership, Release Management.

Design Engineering: UI/UX Architecture, Design Systems (Tokens/Monorepos), Rapid Prototyping (Figma-to-Code), Interaction Design, Responsive Layouts.

System Architecture & Data: REST and GraphQL APIs, PostgreSQL Schemas, WebSockets, Event Analytics (PostHog/Mixpanel), CI/CD, Playwright E2E Testing.

Core Tooling: Jira, Confluence, Linear, Figma, GitHub, TypeScript, React, Next.js, Node.js, Tailwind CSS.

PROFESSIONAL EXPERIENCE

Technical Product Consultant & Design Engineer | Independent Practice

2025 - Present

- Scoped technical requirements and managed full release cycles for complex web applications, designing scalable PostgreSQL data models and low-latency frontend architectures.
- Integrated event telemetry and automated Playwright E2E suites into CI/CD pipelines, replacing assumption-based roadmaps with hard usage data.
- Built and launched shp.it, a secure developer CLI tool for localhost tunneling, managing WebSocket connection protocols and end-to-end encryption specs.

Technical Product Lead & Senior Builder | Loopy Studios

2024 - Present

- Led product scoping, technical architecture, and UI delivery across more than 20 digital applications, serving as the primary bridge between executive clients and engineering pods.
- Cut delivery cycles by 30% across key deliverables by introducing standardized design tokens, modular UI specifications, and reusable component packages.
- Established telemetry-driven feature roadmaps, tracking funnel drop-offs and user session data to prioritize sprint backlogs based on measurable engagement.

Product Manager & Product Design Lead | Gamic.app

2021 - 2024

- Directed the product roadmap and user experience for a Web3 communication platform, guiding the product from initial concept to a launch that secured 3M USD in seed funding.
- Authored technical PRDs for non-custodial MPC wallet integrations and multi-chain data ingestion (Ethereum, Polygon, Base), making cryptographic transactions intuitive for mainstream users.
- Managed cross-functional sprint planning across engineering and design pods, maintaining release velocity while handling high-throughput real-time messaging.

Design Engineer & UI Architecture Specialist | SharpEye**2021**

- Identified and eliminated critical latency bottlenecks in enterprise analytics dashboards used by institutional clients, improving data render speeds across heavy datasets.
- Partnered with backend engineers to redefine API response payloads and construct direct Figma-to-code pipelines, unblocking delivery for the engineering team.

Product Designer & Frontend Contributor | Aave**2020 - 2021**

- Collaborated with protocol engineers to translate complex smart contract logic and liquidity mechanics into clear, consumer-facing user flows.
- Defined product requirements and built responsive web interfaces for one of the highest-volume decentralized finance protocols globally.