

# Reynaldo Vargas

Education Technology Product Manager

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## Summary

Product Manager with 10+ years experience in educational technology. I build friendly, useable experiences for district administrators, teachers and students. My background in game design gives me the skills and experience to thrive both at the technical level, supporting content, design and engineering teams with workflow management, and at the strategic level, building out product business cases for leadership.

## Experience

### Video Game Amateurs

Education & Product Lead for KODA

New York, NY  
2024 - Present

- Develops educational curriculum and content for KODA, a scholastic esports platform serving K-12 students
- Leads product strategy and development roadmap for KODA platform and curriculum
- Designed, programmed, and managed production of Pour Up for VGA's Power-up Festival -- a promotional game created in partnership with Bronx Brewery (2024; with Karina Popp and Ivan Gatón)

### ClearSession Health

Product Management Consultant

New York, NY  
2025 - Current

NIH Funded Health Tech platform to help healthcare providers give important and timely information to their terminal patients and their loved ones.

- Designed and developed production workflows using Claude Code for content development team, establishing processes for text and visual asset creation across the platform
- Design and Developed Prototypes for testing using Claude Code.

### Amplify Education

Senior Product Manager

Brooklyn, NY  
June 2023 - September 2025

- Led cross-functional teams of engineers, designers, data scientists, and researchers through production cycles for mCLASS Math, a K-8 assessment platform
- Coordinated field studies with 5,000+ students and educators, gathering direct feedback that shaped program direction and content development
- Streamlined content development workflows, reducing production cycle time by 25% through tooling and process improvements

Product Manager

August 2020 - June 2023

- Championed Social-Emotional Learning (SEL) integration into math curriculum, guiding a new program initiative from concept through implementation across Amplify Math
- Conducted user research and playtesting sessions with teachers and students for new digital tools, building the evidence base to greenlight releases
- Built and managed data infrastructure for Amplify Math, enabling the team to track program health and prioritize content updates

### Houghton Mifflin Harcourt

Product Manager

New York, NY  
September 2016 - August 2020

- Led modernization of MATH 180 (grades 7-8 intervention program) from Flash to HTML5, coordinating 5 scrum teams to complete the migration 6 months ahead of schedule
- Managed production across 3 concurrent teams as Product Owner, overseeing feature development, content updates for our math assessment, mobile applications, and content delivery system.
- Published educational content for the HMH Shaped Blog, including a tutorial on building a Scratch maze for CS Education Week

## Education

### New York University

Game Design & Development

Masters of Fine Arts  
Brooklyn, NY • 2014 - 2016

### NYU Gallatin School of Individualized Study

Power and Pedagogy

Bachelors of Arts  
New York, NY • 2009 - 2014

## Volunteer

### College Guild

Brunswick, ME

2021 - Present

- Steers organizational strategy for educational correspondence programs serving incarcerated individuals
- Manages outbound communications for fundraising and development initiatives
- Modernized workflow infrastructure from bespoke AWS implementation to Airtable, supporting program scalability

## Certifications

### PMC-III (Product Management)

Pragmatic Institute

### Certified Scrum Product Owner (CSPO)

Scrum Alliance

### Board Member Essentials

Nonprofit Ready

### Fundraising Essentials

NonprofitReady

## Languages

### English

Native

### Spanish

Working Proficiency

## Skills

### **Program Administration & Production**

Event Production, Program Coordination, Volunteer Management, Partnership Development, Stakeholder & Sponsor Relations, Cross-functional Team Leadership, Conference Coordination, Mentorship

### **Technical**

Product Management, Strategy, Program Management, Project Management, Little Green Light, Tableau, Looker, Unity3D, Godot, Javascript, AI

### **Games**

Game Design, Development, Community Building, User Research, Playtesting

### **Educational Publishing**

EdTech, Curriculum Design, Psychometrics, LMS Development, Desmos