

Emery Porter

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Professional Summary

Technical Product Manager with experience leading cross-functional teams in gaming, AI, and enterprise software. Delivered a consumer lending platform at Citigroup that drove 12% revenue growth, co-founded a game studio delivering Unreal Engine innovations, and launched AI-powered agent tooling to streamline compliance. Skilled in roadmap and PRD development, game engine architecture, and go-to-market strategy for GPU-accelerated products.

Key Skills

- **Product & Program Management:** Product Management, Roadmap Development, PRD/MRD Development, Program Management, Market Research, Consumer Insights, Data Analysis, A/B Testing, Product Requirements Documentation, Agile Methodologies
- **Technical:** C#, Python, JavaScript, Full Stack Development, Game Engine Architecture (Unreal/Unity), API Design, Computer Architecture, AI/ML Integration, CUDA, GPU Architecture, Ray Tracing, Machine Learning
- **Leadership & Customer Engagement:** Cross-Functional Team Leadership, Stakeholder Management, Customer Engagement, Executive Communication, Agile Project Management, Supply Chain Fundamentals

Professional Experience

Histoury | *Technical Product Manager (Contract)* Mar 2026 - Present

- Driving product planning for a high-profile commercial partnership with Italy's largest cultural heritage services company, using agile methodologies to coordinate deliverables across engineering, art, and business development teams against a hard launch deadline spanning 5 archaeological sites
- Established the company's first formal product management practice including roadmaps, PRDs (Product Requirements Documentation), and a prioritization framework for a 12-person AR startup that previously operated without specifications or a product planning process
- Led a full PM SaaS tooling consolidation, authoring the migration PRD, conducting a workspace audit and designing the rollout plan to eliminate redundant licensing costs with zero disruption

Form.io | *Technical Product Manager, Product Team (Contract)* Sep 2025 - Present

- Own the product roadmap and develop PRDs for a five-phase UI/UX platform modernization, using JIRA/Confluence to prioritize workflow improvements and add new capabilities, resulting in clearer user flows and faster feature delivery
- Driving product decisions through internal data analysis using CUDA-accelerated processing and A/B testing, defining test parameters and presenting results to COO and CPO to inform product direction
- Built AI-powered agent skills using Claude Code and integrated machine learning models to automate documentation compliance review, reducing manual review overhead and ensuring consistency at scale

Frito-Lay | *Product Marketing Intern, Cheetos Brand Team* Jun 2025 - Aug 2025

- Conducted consumer research including direct surveys to identify engagement trends, translating insights into product strategy that drove increased partner interest

Citigroup | *Software Engineer & Technical Project Lead, Consumer Lending* Jul 2021 - Aug 2024

- Coordinated with 5+ cross-functional teams of designers and engineers to ship Citi's consumer lending platform, delivering monthly progress demos to senior leadership and driving 12% growth in interest revenue from 2022-2023
- Led a 3-month project to implement module federation in the highest-traffic web app, enabling anytime deployment and eliminating 30+ hours per week of developer downtime
- Led a test-automation effort using Selenium to replace fully manual QA, creating an automated suite that was spun off into a dedicated team

Blink Studios | *Co-Founder & Product Lead* Mar 2020 - Jan 2022

- Conducted player interviews and secured meetings with a major game publisher, translating customer insights into product design iterations and go-to-market strategy
- Recruited and led a cross-functional team of 7 developers, writers, and artists, using Agile sprints tracked in Click-up to deliver the MVP on schedule while staying within the allocated budget
- Created Specular, a tree-based action language for Unreal Engine, enabling non-technical team members to rapidly build interactive game scenes

Education

Southern Methodist University, Cox School of Business May 2026

Master of Business Administration (GPA: 3.9)

- **Achievements:** Forte Fellowship
- **Coursework:** Technology Strategy, AI Strategy, Business Intelligence, Consumer Behavior, Product and Brand Management, Global Strategy

Texas Tech University, Whitacre College of Engineering May 2021

Bachelor of Science, Computer Science

- **Achievements:** Presidential Scholarship, Dean's List all 4 Years
- **Coursework:** Computer Architecture, Embedded Systems

Selected Projects

PIBOCO Global Growth Strategy - International Consulting Engagement | *SMU Cox*

- Defined product roadmap and market requirements (MRDs) for US market entry, developed subscription pricing models and financial projections for a Copenhagen-based digital publishing platform, and presented recommendations to company leadership in a 6-hour working session

Truist Digital Presence Optimization - Strategic Consulting | *SMU Cox*

- Conducted competitive analysis and customer insights research to inform product requirements (PRDs) and strategic recommendations for Truist's digital brand presence, driving actionable improvements in traffic growth and brand perception

UnityMCP - Open-Source AI Agent | *C#*

- Built an AI agent connecting Claude, Cursor, and Codex to Unity Editor; architected 45 tools with safety guardrails, a developer extension API, and cross-platform deployment across Windows, macOS, and Linux