J / R

JOHN REVELS

PRODUCT MANAGEMENT | DESIGN

CONTACT

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Austin, TX

EDUCATION

Texas State University
B.A. History - 2010

Austin Community College
Visual Communication

ABOUT ME

I love working with people to build cool stuff. My background in user experience and interaction design has helped me make informed, data driven decisions as a Product Manager. I've delivered 4 star app experiences on iOS, Android, and most recently, Apple TV, Roku, Xbox, Fire TV, and Android TV. I pride myself on my ability to find creative, impactful solutions to business challenges while championing the user.

When I'm not busy doing product things, I'm chasing my dogs around, painting, and playing music way too loud.

EXPERIENCE

ROOSTER TEETH | 2018 — Present
SR. Product Manager

Product Design Lead UX/UI

ROOSTER TEETH | 2017 — 2018
SR. Product Designer UX / UI .

SITEGOALS | 2016 — 2016
SR. UX / UI Designer

TECHPINES | 2014 — 2016
SR. UX / UI Designer

REVELS BROCK | 2012 — 2014
Principal Designer

DYNAMIC REPROGRAPHICS | 2010 — 2014
Team Lead

SKILLS

Defining KPIs • Roadmapping • Feature Specifications & Requirements • User Testing • User interviews • Agile Development • JIRA • Confluence • Data Analysis • AB Testing • UX / UI Design • Information Architecture • User Personas • Wireframing • High Fidelity Comps • Prototyping

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This December, we set an ambitious goal to launch 5 brand new living room apps in advance of the RWBY vol 8 premiere. Before a single line of code was written, John thought through and designed every screen, every interaction, every KPI, and considered the unique requirements of every targeted platform.

This attention to detail and commitment to preparation set the baseline for success. Not only did this prepare us for achieving our goal of launching 5 modern living room app experiences, it allowed us to do so without creating a single new asset for 17 years of content - a critical component of meeting our aggressive timeline and budget.

Ben Stedman
Sr. Product Director at Rooster Teeth

John is an incredibly sharp and skilled Product Manager. His PM experience combined with his background in UX design makes him uniquely suited to capture an optimal customer experience. John's understanding of business objectives and his ability to capture requirements make him a valuable asset to the business owners he works with.

I've been extremely impressed with John's understanding of business objectives and his ability to ensure he's creating a fantastic customer experience with the business in mind.

Frankie Fay Gonzalez
Product Manager at Nexus

John Revels is a unique breed of half creativity, half deep understanding of computing. His understanding and care for the core users' experience mixed with nuance around interface design and timing of product creation/roll-out makes him a great go-to person on any team. He's also a joy to be around/chat with, which adds to morale, which I find important. As a person, he's caring and honest.

Get him started on his thoughts around the importance of Retention strategy - it's fantastic.

Crystal Jackson
Sr. Experience Designer at Endeavor

John has made my life as a Software Engineer so much easier with his insane talent and drive to deliver the absolute best product that the entire team is proud of. He's the best designer I've worked with, not because of what he produces, but with how smooth he makes the entire process from rough mock-ups to final product.

His move to Product Management was an easy transition for the team, as he already helped create the product from more than just a designer's role, but from the planning phase, to research and user outreach, to user stories and creation. Having John on the team has been an invaluable asset and know whatever team he's on will have the drive and vision that's needed to make something great.

Joel Jeffrey
Sr. Software Engineer at Nexus