

Maxime Stinnett

Lead Product Manager | Strategist

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925-351-5661

Experience

Lead Product Manager

BandLab Technologies

Jul 2024 – Present

- Own and drive product strategy, defining roadmaps that balance user needs, business impact, and technical feasibility
- Direct User Research, Synthesis, Ideation, Prototyping, Development, and Deployment
- Work with cross-functional teams to ship intuitive and high-value experiences
- Collaborate across design, engineering, research, and marketing to align teams on product vision
- Advocate for customer needs through daily qualitative and quantitative analysis

Senior Product Manager

BandLab Technologies

Jan 2022 – Jul 2024

- Drove product vision for digital music creation, improving UX for our 100M+ userbase
- Led development of tools for musicians and creators via Studio, BandLab's flagship product
- Developed a prototyping framework to test and iterate on new creative workflows
- Partnered with engineering and design to navigate ambiguous challenges and develop innovative solutions

Senior Product Designer

BandLab Technologies

Feb 2021 – Dec 2021

- Led user research to refine BandLab's interaction design and usability
- Founded BandLab's User Research division
- Oversaw the design and release of bandlab.com/sounds

Product Manager

BeBop Sensors

Jun 2015 – Jun 2019

- Directed development and research projects
- Liaised between engineering team, vendors, and OEMs including Microsoft, Google, Meta, Nike
- Inventor on two patents (Sensor-based percussion device, Sensor system integrated with a glove)

General Engineer

BeBop Sensors

Oct 2014 – Jun 2015

- Researched method for stabilizing sensor fabric
- Designed flexible printed circuits for 12 products
- Developed prototyping software to hone product performance algorithms

Education

MDes in Interaction Design

California College of the Arts

B.A. in Political Economy, Minor in Music

UC Berkeley

Skills & Tools

- Product Strategy & Vision: Roadmap planning, OKRs, RICE, business alignment
- Agile & Product Execution: Jira for scrum, backlog grooming, user stories
- User Research & Data Analysis: Amplitude for quantitative research, experimentation, usability testing, qualitative research
- Prototyping & Design Tools: Figma for design, wireframing, and interactive prototyping
- Collaboration & Leadership: Coaching teams, stakeholder management