

Kyle Sharp

SOFTWARE ENGINEER & PRODUCT LEADER

CONTACT

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SKILLS/TOOLS

- Product strategy & roadmapping
- Agile/Scrum facilitation
- A/B testing (Optimizely, GA4)
- Data analysis (SQL, Python)
- Stakeholder management
- Customer research
- SaaS lifecycle
- Tools: Jira, Aha!, Mixpanel, Google Analytics, Microsoft Office

EDUCATION

- Interdisciplinary Studies
Bachelor's Degree
*TENNESSEE TECH
UNIVERSITY
COOKEVILLE, TN
DECEMBER 2013*

PROFILE

Software engineer and product leader with 10+ years spanning development and product management. Currently building Android Automotive platforms at iM Media Labs. Proven ability to turn strategy into execution, scale teams, and deliver measurable results across SaaS, in-vehicle entertainment, fintech, and experimentation platforms. Unique perspective from years leading product teams — bringing customer empathy, cross-functional alignment, and strategic thinking directly into engineering work.

EXPERIENCE

iM MEDIA LABS

OCT 2025 - PRESENT

Leading Android client engineering for an AI-powered in-vehicle media aggregator, building the next generation of connected car entertainment.

SENIOR ENGINEERING CONSULTANT | OCT 2025 - PRESENT

- Responsible for AAOS / Android client engineering for iM Media Labs' MediaHub platform.
- Building AI-powered, content-first media aggregator for in-vehicle entertainment systems.
- Integrating multiple content sources including radio, streaming, playlists, and podcasts for Android Automotive OS.

OPTIMIZELY, INC

APRIL 2021 - NOV 2024

I drove Web Experimentation growth from ~\$80M to ~\$120M ARR and scaled its client base from ~1,000 to ~1,200, while building several internal teams and instituting dozens of cross-functional processes.

MANAGER, PRODUCT MANAGEMENT | JAN 2023 - NOV 2024

- Owned Web Experimentation and Experimentation Platform products, bridging a key organizational gap.
- Managed and mentored other PMs, delegating responsibilities to improve roadmap execution.
- Coordinated cross-domain leadership to accelerate delivery and reduce duplicated efforts.

INTERESTS & HOBBIES

- Board & card games
- AI & emerging tech
- Storytelling / RPGs
- Disc golf
- Video games

PRODUCT MANAGER TEAM LEAD | JUNE 2022 - JAN 2023

- Stabilized and expanded Web Experimentation product and teams post-acquisition; expanded influence into adjacent product domains.
- Consulted for other internal PM teams, aligning vision and processes across business units.

TECHNICAL PRODUCT MANAGER | APRIL 2021 - JUNE 2022

- Rebuilt strategy, roadmap, and processes for Web Experimentation during a volatile acquisition phase.
- Restored customer trust by introducing transparency practices and more reliable delivery of solutions, leading to improved NPS, retention, and ARR.
- Established north star metrics and internal enablement channels to standardize execution.

INGO MONEY, INC

JUNE 2017 - APRIL 2021

I led the turnaround and completion of a high-risk, delayed project on the flagship product responsible for ~85% of company revenue. By the time I departed in 2021, I successfully delivered a new 0-1 product generating ~\$4M in ARR.

TECHNICAL PRODUCT MANAGER | JULY 2020 - APRIL 2021

- Directed multiple workstreams with cross-functional teams, aligning client needs with internal priorities.
- Maintained high-throughput backlog, balancing strategic initiatives with urgent client demands.
- Gathered requirements for multiple projects and oversaw the execution and delivery processes for each deliverable.

BUSINESS SYSTEMS ANALYST | JUNE 2018 - JULY 2020

- Served as Scrum Master, product owner, and analyst across multiple teams.
- Reduced delivery bottlenecks by improving requirements processes and backlog clarity.

SOFTWARE DEVELOPER | JUNE 2017 - JUNE 2018

- Developed iOS and Android features, launched a greenfield mobile product independently.
- Expanded beyond development role to address organizational bottlenecks, improving team velocity.

METOVA, INC

MAY 2014 - JULY 2017

I completed a main caseload of 12 projects and consulted on more than an additional 10 projects.

DEVELOPER | MAY 2014 - JULY 2017

- Delivered iOS and Android client projects, with light Rails contributions.
- Managed projects both independently and as part of client-facing teams.