

Josh Child

Product Management and Development

Herriman, Utah | 801-824-6979 | joshchild79@gmail.com
www.joshchild.com | linkedin.com/in/joshchild

Product and technology leader with experience taking software products from discovery into operation and managing teams building internal business tools. Connects user needs and business objectives with technical feasibility to define product priorities and guide delivery. Work includes SaaS product delivery and healthcare workflow improvements that reduced manual follow-up and helped address lost patient inquiries.

Core Skills

Product discovery; requirements definition; backlog prioritization; release planning; user research; prototyping; user acceptance testing; engineering coordination.

Professional Experience

Hoopos Vision

Director of Digital Platforms | Aug 2021 - Sep 2026

Ophthalmology practice: patient-facing experiences and internal operations software.

- Designed and prototyped an internal CRM and operations platform for patient inquiries, referrals, medical supply inventory, and reporting.
- Interviewed patients, doctors, technicians, and nurses to understand workflow problems and translate their needs into development priorities.
- Managed the engineering team developing the platform, aligned priorities with stakeholders, and tested proposed tools with staff.
- Helped deliver workflow automations that reduced manual follow-up and helped address lost patient inquiries.

Pesci Sports

Director of Product Development | Jun 2018 - Aug 2021

White-label gameday app and administration platform for sports operations.

- Turned operational needs into platform requirements through discussions with executives and stakeholders.
- Built prototypes that helped executives agree on product direction before investing in implementation.
- Planned delivery with back-end engineers and assessed the feasibility of proposed features together.

Spera

Director of Product Development | Jun 2015 - Jun 2018

SaaS platform for project management, time tracking, invoicing, and payments.

- Translated research findings and user interviews into requirements, workflows, information architecture, and prototypes.
- Led internal and outsourced teams from an early product idea into working software, establishing processes and backlog priorities.
- Planned releases against tight deadlines and assessed readiness through user acceptance testing with the team.
- Presented the product to investors and reported progress to leadership and the board of directors.

Professional Experience Continued

Riser

Creative Technology Director | Jun 2011 - May 2015

Client websites, applications, and interactive experiences across entertainment, consumer brands, healthcare, and technology.

- Investigated client needs and clarified requests for proposals to define the underlying problem and delivery scope.
- Managed budgets, schedules, and delivery risks, keeping client expectations connected to what the team could deliver.
- Coordinated designers, developers, project managers, and outside specialists through testing and delivery.

HyperX Media

Senior UX Designer | Jun 2008 - Jun 2011

Agency web experiences connecting digital marketing goals with design and technical delivery.

- Used engagement data, analytics, and A/B testing to inform design decisions and client recommendations.
- Directed web-team work and coordinated with back-end developers from planning through launch.

Earlier Experience

Salt Lake Community College

Adjunct Professor, Web Development | Aug 2006 - May 2008

Taught practical web design and development, creating a curriculum from the college's required learning outcomes. Helped students connect visual design, web production, hosting, and publication.

Clear Channel Communications

Web Designer & Developer | Feb 2003 - Aug 2006

Designed and maintained websites for radio and television properties, later working directly with the ABC 4 newsroom. Coordinated with producers, sales, and technical teams as the stations expanded their online presence.

IKANO

Web Designer & Developer | Jan 2000 - Feb 2003

Designed and built client websites for an internet services company. Worked with designers, developers, and IT staff on requirements, navigation, implementation, and launch.

Education and Tools

Weber State University

Bachelor of Science in Computer Science, in progress

Associate of Science in General Studies, 2024

Tools used: Figma, Jira, GitHub. Foundational SQL knowledge.