



MICHAEL LOUGHNANE

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Nationality: Ireland

Skills

Planning:

- Strategic Roadmapping
- MVP Scoping
- Resource Allocation

Execution:

- Agile/Scrum
- Backlog Prioritization
- Risk Identification and Mitigation
- Sprint Management

Technical:

- Jira, Confluence
- Excel
- Notion, Figma
- C/C++, Python
- Linux/Unix

Educational Background

New York University
Bachelor of Arts
— May 2023

Major: Computer Science
Minors: Math, Astronomy
Honors:

- Magna Cum Laude (GPA 3.852)
- Presidential Honors Scholar
- University Honors Scholar

Hobbies and Interests

- Volunteering
- Travel
- Cooking/Baking
- Reading
- Hiking
- Music
- Film

Product & Program Leadership

Strategic Lead & Lead Project Coordinator, Space Tech for Earth Apps
Space Generation Advisory Council (Volunteer Role)

February 2025 - Present

- Orchestrate a portfolio of global tech initiatives, such as REFRA-SOS (a natural-disaster modeling project using SAR data and social media analysis) and GIS-PNHRA (a GIS survey and analysis of maternal care in Kenya)
- Determine annual organizational KPIs and roadmaps, aligning individual project goals and deliverables with broader strategic objectives
- Drive membership growth via recruitment and community outreach, alongside fostering partnerships with organizations such as ESA, MSF, etc.
- Manage product lifecycles for multiple concurrent workstreams, directing cross-functional teams across 5 continents to ensure high quality, on-time delivery of products

Product Lead, Executive Producer

Shuffleboard Studios (Part-time Role)

September 2023 - Present

- Lead the end-to-end lifecycle of a digital entertainment product series (annual internet awards show) viewed collectively by 1M+ users
- Direct an interdisciplinary 10-person core team alongside ~50 total contributors, overseeing production cycles, feature scoping, resource allocation, marketing campaigns, and UX decisions
- Convert audience research into data-driven insights, A/B testing content strategies to optimize engagement and reach
- Mitigate project risks by balancing creative vision with strict resource and finance constraints, resulting in a product shipped on-time and exceeding target engagement KPIs by 50%

Engineering Experience

Software Engineer II, Outdoor/Fitness Core Team

Garmin (Full-time Role)

January 2025 - Present

- Manage full software development lifecycle using C++ in resource-constrained environments, optimizing performance
- Facilitate cross-functional collaboration with graphics and UX teams to create and iterate on front-end interfaces, turning usability feedback into technical requirements

Ground Software Engineer

United Launch Alliance

June 2023 - December 2024

- Delivered simulation features for NASA's Artemis mission tools using C++, supporting NASA verification protocols and launch-readiness tests
- Served as ground software launch operator during rocket launches, debugging critical issues under live constraints in coordination with flight software and launch system teams