

Mathieu Thouvenin

Senior Product Manager

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Experience

Apple, Cupertino, CA / January 2015 to Present

Engineering Program Manager, OS Program Office / December 2017 to Present

- Worked with 6 engineering (35 engineers) and design teams to define, drive and deliver various new iOS and macOS features. Tracked progress across cross-functional teams and communicated status at both the engineering and executive level.
- The latest and largest project I worked on was "Screen Time", a new feature on iOS 12 that helps give you a better understanding of the time you and your kids spend using apps, visiting websites, and your devices overall.

Product Manager, Apple Online Store / January 2015 to December 2017

- Checkout flow lead. Worked with cross-functional teams to completely redesign Apple.com's checkout flow from the ground up. Checkout Conversion grew by 6.5pts at launch, outpacing our expectations.
- Previously worked on the Pickup In Store feature and launched a scheduling feature to improve customer experience during peak times.

Abercrombie & Fitch, Columbus, OH / July 2012 to January 2015

Senior Product Manager, Mobile Commerce & Omni-Channel

Defined the business strategy for Mobile Commerce and Omni-Channel. Key Responsibilities and projects:

- Defined the strategy for Mobile Commerce and drove execution through collaboration with engineering, marketing and operations teams.
- Completely redesigned all 4 brands mobile websites and checkout flows with new technologies, features (Search, Recommendations,...)
- Worked on making our Back-End API-based in order to build a Native Commerce experience in our iOS and Android apps.
- Worked with the Store Operations team on defining Omni-Channel Roadmap and starting various initiatives.

HP / Palm, Sunnyvale, CA / March 2011 to July 2012

Product Manager, webOS Application Catalog

- Launched the first webOS App Store for tablets with a new way of discovering apps and praised as a great innovative feature of TouchPad.
- Launched the App Store in new countries, with Operator Billing as a new payment method on multiple carriers in Europe and Asia.

Seismic, San Francisco, CA / July 2009 to March 2011

Mobile Product Manager

I built and led a 15-person team to design and develop award-winning apps on iOS, Android and more with more than 1 million downloads.

Scout Labs / Product Manager / January 2008 to July 2009

CristDrive.com / Founder and Developer of 2 iOS apps / 2009 - 2015

Education

ISC Paris Management School, Paris, France / 2005-2008

MS in Business

Major in Marketing and Management of Technology. Thesis on how the Web 2.0 is changing the way companies are doing business.

McGill University, Montreal, Canada / 2007

One year Exchange at Desautels Faculty of Management. Studied Marketing, Information Technology and Project Management.

Toulouse University, Toulouse, France / 2003-2005

AS in Computer Science

Two-year undergraduate associate degree in Computer Science. Programmer Analyst Diploma.

Skills

- Programming: iOS (Cocoa/Objective-C), Web.
- Passion for Photography, Design, Aviation, Cooking, Traveling around the world and Music. I play the Piano.

Awards

- Recipient of a student scholarship to attend Apple's annual Worldwide Developer Conference (WWDC) in 2005, 2007 and 2008.
- Raised 20,000 euros to create a community-works project in a rural French village to promote technology use by the elderly.