

# Matthew Dean

Versatile PM/engineer with focus on creator tooling, cloud platforms, and app security. Variety of experience as a software engineer, security researcher, game developer, and product manager. Aiming to leverage user-centric approach and technical expertise to solve critical challenges in early-stage products

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## WORK EXPERIENCE

### Roblox Corp.

Group Product Manager, Creator Cloud Platform Apr 2021 – Aug 2023

- Led org of 5 PMs (~60 Eng, 3 Des, 2 PMM) responsible for creator cloud including AI-powered translation of games & chat (increased overall platform engagement), asset platform & marketplace, player data services, game content ratings, and music
- Initiated strategic efforts to open up Roblox's cloud APIs and modernize its creator web tooling
- Drove company-wide initiative to unlock aged up games to support growth in Roblox's fastest-growing 17-24 segment. Engaged directly with leaders at Apple/Google/MS, Roblox C-Suite on strategy and progress

Senior Product Manager, Creator Data Services Dec 2019 – Mar 2021

- Enabled global events & leaderboards with near-realtime messaging between servers
- Improved reliability and reduced cost by NN% for Roblox's creator-facing key-value store

Product Manager, Creator Tooling Aug 2016 – Nov 2019

- Grew developer user base by >100% over months through optimizing the landing page and redesigning Roblox Studio's start screen
- Streamlined developer experience with more accurate playtesting and dark theme

Software Engineer Summers 2013 – 2016

- Enabled creators to add custom sounds to games and efficiently upload assets
- Proposed and implemented public APIs for team management based on community requests

### Self-Employed

App Security Researcher Jul 2012 – Sep 2016

- Found and responsibly disclosed 40+ vulnerabilities in web, client, and game server applications (see [matthewdean.com/vulnerability-disclosures](http://matthewdean.com/vulnerability-disclosures))

App Developer Feb 2013 – Jan 2017

- Built iOS, Android, and web apps to immediately alert thousands of Roblox users when new virtual items were released

Game Developer, Catalog Heaven Sep 2011 – Jul 2021

- Created online game for players to customize their avatars and battle, achieving 244M plays and >20M lifetime hours

## EDUCATION

### University of Illinois Springfield

Bachelor of Science in Computer Science

May 2016