JULIAN MERCER

ASSOCIATE PRODUCT MANAGER WITH NO EXPERIENCE

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PROFESSIONAL SUMMARY

Early-career candidate for Associate Product Manager roles with 1+ years of internship and project experience at Duolingo and Etsy. Pairs customer research, light SQL, and clear writing with small shipped improvements in learning and marketplace products.

PROFESSIONAL EXPERIENCE

Product Management Intern Jun 2025 - Aug 2025
Duolingo, Pittsburgh, PA

- Studied lesson-completion data for the streak feature with an analyst and suggested a reminder change that was tested in two languages.
- Wrote the product brief for a weekly goal prompt, covering the problem, success measure, and open questions for design review.
- Shadowed five user research calls with learners and summarized the top three frustrations for the squad in a shared deck.
- Presented the internship project to 40 employees at the final demo day and fielded questions from two directors.
- Cleaned a lesson-feedback spreadsheet of 900 rows and tagged each comment by theme so the squad could sort requests quickly.

Associate Product Intern Sep 2025 - Present
Etsy, Brooklyn, NY

- Reviewed 300 seller support messages and grouped them into themes, which helped the shop tools team rank listing-editor fixes.
- Built a spreadsheet model of listing-photo quality against views and shared it with the product lead for planning.
- Wrote test plans for two changes to the shop-setup checklist and tracked bugs in Jira until the release was approved.
- Held a weekly sync with a designer and an engineer to keep a small backlog of 25 tickets current and in priority order.
- Wrote release notes for three shop-tool updates in plain language, and the support team reused them in their help articles.

Student Project Lead Aug 2024 - May 2025
Carnegie Mellon University, Pittsburgh, PA

- Led a four-person capstone that built a study-group matching app, and the pilot reached 120 students in one residence hall.
- Surveyed 85 students before building anything and used the answers to drop two planned features that few people wanted.
- Prototyped the main flows in Figma and tested them with twelve students, fixing the signup step that confused six of them.
- Set weekly goals for the team on a shared board and ran short Friday reviews, so the app reached its pilot launch one week early.
- Collected pilot feedback through an in-app form and posted the five most common requests in a roadmap the group voted on.

CORE SKILLS

User research | Product briefs | Backlog grooming | SQL basics | Data analysis | Figma prototypes | Surveys | Test planning | Jira | Excel | Presentation skills | Written communication | Agile ceremonies

EDUCATION

B.S. in Information Systems, Carnegie Mellon University, Pittsburgh, PA

CERTIFICATIONS

Certified Scrum Product Owner (CSPO) | Product School Product Management Certificate