

# Nigel M. Warren

Product leader with two decades of experience building AI-powered and user-centric products. Led AI platform at Thematic. Previously at Kickstarter and Google. I love creating intuitive products that empower people.

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## Experience

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### Full-Time Parent

2023 – Present

Took a career break to raise my young children. Building AI projects on the side.

#### Thematic

### Director of Product

2017 – 2023

Thematic is a YC-backed startup making an AI-powered analytics platform. As the first product leader hired, I owned end-to-end product development and helped to 5x revenue.

- Led product strategy, 0→1 development, and scaling of AI platform.
- Built product, team, and user research practice from the ground up.
- Translated LLM and NLP model capabilities into intuitive user workflows, increasing per-customer usage by 3x.
- Drove 2x increase in ARPU by launching enterprise features in partnership with go-to-market teams.
- Improved new user activation by 22% through development of simplified AI output refinement tool.
- Reduced onboarding time by 96% by aligning product, engineering, and customer-facing teams on an overhauled setup experience.

#### Kickstarter

### Product Manager

2014 – 2017

I worked on both the creator and backer sides of the crowdfunding marketplace to evolve the platform for larger audiences.

- Built [collaboration features](#) adopted by top creators (60% of revenue).
- Redesigned the core product page, doubling project discovery.
- Led 0→1 development of [Q&A product](#) used by over half of creators.
- Spearheaded improvements including [post-funding pages](#), [automated scheduling](#), [live streaming events](#), and [guest checkout](#).
- Transitioned team from ship-and-forget feature work to outcome-focused development through collaborative workshops.

### Rarebit Studio

#### Lead UX Designer

2011 – 2014

Founded a consultancy to work with startups and Fortune 500 companies.

- Led UX for an iPad-first education app in partnership with ex-Apple engineers, focusing on interactive coursework and collaborative learning.
- Built Comcast's first mobile e-commerce platform, enabling seamless sign up and purchasing.
- Taught UX design at General Assembly.

### Roundarch Isobar (now Dentsu Creative)

#### UX Designer

2008 – 2011

- Designed Bloomberg's first foray into consumer products: a sports analytics mobile app with interactive visualizations and advanced stats.
- Created U.S. Census Bureau dataset exploration and download tool.

### Google

#### UX Research Intern

2006

- Improved the usability of a range of products, from early Gmail and Google Maps apps to AdWords.

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## Education

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### University of Waikato (New Zealand)

#### Master of Science, Computer Science

2004 – 2005

Developed and tested route navigation systems based on spatial audio rather than spoken directions.

- [Published research](#) and was [granted patent](#).

### University of Southampton (UK)

#### Bachelor of Science, Computer Science

2000 – 2003