Candace Rogue

Product Manager

757-392-4793 | candacerogue@gmail.com | candacerogue.com Atlanta, GA | Open to NYC hybrid

FUTURE STATE - ILLUSTRATIVE ONLY. The summary and future additions below assume work not yet verified as completed. Do not submit this version until every new claim is true.

Product manager connecting engineering leadership and client product strategy with a documented decision portfolio and outcome review. Translates user evidence and technical constraints into priorities, clear requirements, and measurable learning.

RELEVANT SKILLS

Product strategy, user journeys, cross-functional delivery, stakeholder communication, design systems, Google Analytics, technical collaboration, Asana, ClickUp, Notion

FUTURE ADDITIONS - COMPLETE AND VERIFY BEFORE USING

Product decision portfolio

Illustrative after completion: Published a product case study and sample PRD documenting user evidence, prioritization, scope tradeoffs, and a measurement plan.

Outcome review

Illustrative after completion: Documented a completed product experiment with actual results and the follow-up decision; include only verified findings.

SELECTED EXPERIENCE

Lead Front End Engineer & Product Manager | Blavity Inc.

Aug 2018 - Mar 2020 | Atlanta, GA

- Led the applications team through the Blavity News redesign; established code review practices and DRY standards.
- Built UI components and design system documentation with Product, Engineering, and Editorial to improve accessibility, consistency, and handoffs.

Founder & Consultant, UX & Development | Rogue Labs

Aug 2014 - Present | Remote

- Lead UX strategy, product design, and Shopify and WordPress development, helping e-commerce clients scale to $100K+ in annual revenue.
- Build design systems with interaction standards, voice and tone guidance, and documentation for client teams.

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Product Manager | Experience & education

ADDITIONAL EXPERIENCE

Lead UX Design Instructor | General Assembly

Jun 2021 - Oct 2024 | Remote

- Guided 225+ career changers and managed 6 instructional staff, with 100% graduation requirement fulfillment.
- Launched a Design x Engineering capstone connecting UX and software engineering students across teams, timelines, and deliverables.

UX Mentor | Thinkful

Nov 2020 - Aug 2023 | Remote

- Mentored 30+ designers through individualized learning plans and actionable feedback on prototypes, user flows, and iterations.
- Coached designers to communicate design rationale to engineers and cross-functional stakeholders.

Multi-Disciplinary Designer & Developer | Creative Circle

Jul 2016 - Aug 2018

- Designed and developed responsive websites using WordPress, PHP, React Native, and Bootstrap.

Founder, Lead Artist & Facilitator | 501 Rogueland

2019 - Present | Atlanta, GA

- Design, budget, and facilitate recurring Adult Recess workshops that introduce adults to hands-on creative disciplines.

EDUCATION

Designlab | AI in Product Design Certificate | 2026

Howard University | B.B.A. International Business & Marketing, Magna Cum Laude | 2009 - 2013

SELECTED PRESENTATIONS

Codesmith Framework Cohorts | 2017 | Why is UI/UX so Damn Sexy? - UX fundamentals and developer-designer collaboration.

General Assembly Product Leadership | 2022 | Design x Engineering Capstone Results - interdisciplinary learning and design handoffs.