

Daniel Cano Robledo

AI Product Manager

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Professional Summary

AI Product Manager with 5+ years across **B2B and B2C SaaS, marketplaces and video games**, and an **engineering** background that lets me build what I specify. My work sits where product meets motivation and learning: I have shipped **gamified products** (a gamified emotional well-being app, a roguelike card game, player-facing features in a game studio) and I have spent years **teaching**, from volunteer classes for at-risk children to industry workshops and two years mentoring developers. I turn **OKRs** into **roadmaps** and **backlogs**, measure through **engagement, retention and NPS**, and use **AI** as a production layer, from **multi-agent pipelines** to AI-built **prototypes and presentations**.

Work Experience

AI Product Manager - Foundever (Enterprise IT Platform) | Madrid, Spain | 2026 - Present

✓ **Business:** Deflected 25% of IT tickets in pilot, cutting support cost and enabling BU reorganisation.

✓ **Product:** Built a 0-to-1 ITSM platform, now in a global pilot.

✓ **Performance:** Decreased user-story lifetime by reorganising a squad of 15+ people.

- **Member of the Claude Ambassador initiative:** Drive Claude adoption across the organisation. Owned the weekly documentation and business justification of **AI use cases**, feeding investment decisions and the company's **AI product portfolio** roadmap.
- **AI-native product and design workflow:** Use AI daily to create **product and design resources**, including **interactive prototypes, presentations and stakeholder communications**. Embedded **multi-agent workflows** into discovery, requirement gathering and user-story definition, compressing the specification cycle for the whole squad.
- **Built the product function from zero:** Defined **discovery, backlog, agile rituals, OKRs and KPIs** where none existed, for a cross-functional squad of 1 architect, 1 UX researcher, 1 product designer, 1 tech lead, 1 PMO, 1 QA manager, 1 QA engineer and 3 developers. Ran **program-level coordination** across GSD, Security, Legal, IAM, Network and Enablement to unblock **business value**.

Technical Product Manager - BrytSpace (Marketplace) | (Remote) Madrid, Spain | 2025 - 2026

✓ **Business:** Increased customer acquisition efficiency by 15%.

✓ **Product:** Improved vendor retention by 20%.

✓ **Performance:** Reduced user-story delivery cycle by 25%.

- **Led the creation and management of the product backlog:** Focused on aligning the backlog with strategic business objectives and customer needs within the B2B marketplace context. Prioritized key features like **vendor on-boarding, integration capabilities, and multi-party transaction workflows**.
- **Leveraged AI to translate requirements into user stories:** Drove cross-team collaboration and **AI multi-agent orchestration** to prioritize **user-centric** features that supported marketplace **scalability, transactional efficiency, and user authentication**.
- **Acted as the primary liaison for stakeholders:** Managed expectations by conducting regular roadmap alignment sessions and stakeholder briefings. Ensured that the marketplace features, such as **API integrations, payment gateway support, and real-time analytics dashboards**, were delivered on time and aligned with evolving business needs.

Product Engineer - Pendulo Studios (Video Games) | Madrid, Spain | 2022 - 2024

✓ **Product:** Increased NPS by 5%.

✓ **Performance:** Reduced feature development time by 10% and retake cycles by 15%.

- **Owned player-facing game features end to end and coordinated the programming team:** Shipped a dynamic haptic feedback system and a 3D character viewer that lifted **player engagement and retention**, while running **task distribution, sprint planning** and deadline adherence for a cross-functional team, cutting development time by **25%**.

Software Engineer - TAIGER (B2B SaaS) | Madrid, Spain | 2021

✓ **Business:** Reduced license consumption by 50% and manual labor time by 80% in a core use case.

- **Defined and shipped user stories with the product owner for AI-driven document automation**, owning delivery and 99.9% up-time across **6 enterprise clients**.

Side Projects

GrowTale - Gamified well-being app (B2C SaaS)

An app that uses **gamification** (narrative, RPG-style progression and skills) to **help users improve their emotional well-being**. I lead **discovery** and **execution**, run the team's sprints, **wrote most of the codebase** and **refactored** parts of it (Kotlin/Android, MySQL, Kubernetes, GitHub Actions). Delivered features that significantly improved **engagement** and **retention**.

Retiro Running Photo Pipeline - Internal AI tool

An **AI-powered pipeline** that automatically **filters and edits** the photos of each run for the running community I ran. I **designed and coded** it, from problem to **live internal tool in one week**.

Fortune Decker - Roguelike card game

[Game](#)

A card roguelike built as an **infinite-game** experience. Co-founded with **5 team-mates**; I built the **operations** and coded half of the codebase.

Volunteer Teacher - Children at risk of social exclusion

Taught classes to at-risk children, preparing and delivering lessons where **keeping kids motivated** is the whole job.

Tech Instruction & Educational Content - Workshops, YouTube

[Talk](#) | [Channel](#)

Delivered **workshops** for the tech industry on **healthy workplaces**, early-stage **startups** and burnout-free **productivity**, and led a team producing **5+ educational pieces per week** on mental health in careers.

Programming Mentoring - Mentorship

[Testimonials](#)

Mentored junior and mid-level programmers for **2 years** in a mentoring community, guiding their **career advancement**.

Personal Skills

Hard Skills:

Gamification, design thinking, lean, agile, analytics, goal-oriented thinking, APIs, TDD, CI/CD, A/B testing, KPIs, OKRs, roadmaps, NPS, functional architectures

Soft Skills:

Teaching, active listening, influential communication, self-organization, empathic leadership, problem solving, resilience

Technical Skills

Front:

JavaScript, TypeScript, React, Kotlin, Jetpack, TailwindCSS

Back:

Java, C++, Python, C#, C, Spring, Django, MySQL, Docker, Bash, Kubernetes, Linux, Git, SVN, Perforce

Management:

Notion, JIRA, Confluence, Miro, Figma, LucidChart

AI:

Claude, multi-agent orchestration, AI prototyping, N8N, Make

Last Reads

The Lean Startup - Eric Ries

Inspired - Marty Cagan

The Phoenix Project - Kevin Behr

Lean Analytics, Croll & Yoskovitz

User Story Mapping, Jeff Patton

Education

Bachelor's Degree in Computer Science & Engineering

University Carlos III of Madrid | 2018 - 2022

Generative AI for Product Managers

Institute of Product Leadership | 2026

Product Management Mentorship (70h)

Thiga Academy | 2026

Professional Scrum Product Owner I

Scrum.org | 2025

References

Paco Crespo Morillo - CPO

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Juan Palacios Galván - CTO

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Conchi Nuñez Montes de Oca - Principal Core Tech Engineer

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Sergio García Rodríguez - Senior Cloud Engineer

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Hobbies

Amateur career coach

Tier-B multi-instrumentalist

Somewhat funny musical theater actor

Wannabe volleyball player