

KEVIN LOUGHRAN

SENIOR PRODUCT MANAGER · GAMES, LEARNING & CONSUMER PRODUCT

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SUMMARY

Product leader with 20 years building games, learning products, and consumer experiences at the seam where design and engineering meet. Ran the games section of Nickelodeon.com at its peak and shipped six titles for Cartoon Network; more recently led product on gamified learning and behavior-change platforms, including a Riot Games-partnered giving product built on habit mechanics. Came up as a designer and developer before moving into product, and is equally fluent working with design and engineering teams.

EXPERIENCE

Utility, LLC — Senior Product Manager

New York, NY · 2024 – 2026

- Led product on mobile MVP builds averaging \$500K, owning discovery through delivery across design and engineering teams.
- **Capacity (health technology):** Partnered with an HRV-science psychologist and a major trading firm to build a connected heart-monitor product that passively analyzed traders' physiology and behavior to guide high-stakes decision timing.
- **Good Neighbor (social impact):** Partnered with a volunteering community and Riot Games to build a gamified donation platform applying streak and habit mechanics to charitable giving.
- **EGA Compass (enterprise learning):** Gamified employee development and learning platform for a 10,000-person international mining conglomerate.
- Oversaw design and development across several additional product and web engagements.

Independent Product & Technology Consultant — Founder / Senior Product Roles

New York, NY · 2020 – 2024

- **Embers Park — Head of Production (2022–2024):** Developed the creative concept and investor pitch for an immersive holiday theme park in a converted Miami convention center. The pitch deck closed the seed round. Led IP development and assembled the production team.
- **GoKubbi — Co-Founder & CTO (2021–2023):** Identified rental security deposits as an affordability barrier through UX research; built a “Move Now, Pay Later” product underwriting loans against existing rental-application credit checks. Compass Real Estate signed an LOI for distribution across their NYC offices.
- **FlicFlat — CTO (2020–2021):** Apartment-hunting app combining a swipe interface with live listings and machine-learned ranking from user behavior. Piloted in Los Angeles; later acquired.
- **Carsy — Lead Product Manager (2020–2021):** Fully digital rental flow for a luxury vehicle startup — registration, identity verification, DMV approval, reservation, and FaceID vehicle unlock in under three minutes. Pilot sold out.

Utility, LLC — Senior Project Manager

New York, NY · 2018 – 2020

- Managed the agency's largest client engagements end to end, across web and mobile.
- **AKQA / Coca-Cola:** Augmented reality game integrated into Coca-Cola's North American iOS and Android applications.
- **Forbes:** First-generation streaming video platform across web, iOS, and Android, including subscription management.

Zephyr Games, LLC — Lead Game Developer

New York, NY · 2015 – 2018

- **Cartoon Network:** Produced six titles across Adventure Time and Teen Titans Go. “Drillonaire” was Cartoon Network's most popular branded game launch of 2016.
- **The Legend of Fat Ninja:** Original IP that reached 60,000+ downloads in its opening weekend.
- Branded titles for Lil Wayne (10,000+ five-star reviews) and A\$AP Ferg.

Showtime — Creative Developer

New York, NY · 2013 – 2014

- Built and maintained series experiences for Dexter, Nurse Jackie, and The Tudors; added social integration to Showtime's online games enabling score sharing and friend challenges.

Bloomingdale's · Avon · Razorfish · Ruder Finn · Kerosene Creative — Interactive Developer / Motion Designer

New York, NY · 2008 – 2012

- **Bloomingdale's “Denim Picker”:** Interactive feature built for the website and in-store kiosks; launched across 1,000+ stores and featured in People Magazine.

- **Avon:** Interactive 125th-anniversary timeline drawn from the company's print-advertising archive; installed as kiosks across all corporate offices.
- Campaign and entertainment work including AXE (Razorfish), Mountain Dew's "Throwback Shack" portal (Ruder Finn), and studio sites for Sex & The City, Body of Lies, and The Taking of Pelham 123 (Kerosene Creative).

Nickelodeon — Web Designer / Animator

New York, NY • 2001 – 2005

- Owned the Games & Sports (GAS) section of Nickelodeon.com and played a central role in the site's conversion to Flash — during the years Nickelodeon was the highest-rated children's network and Nick.com the most-trafficked children's website on the internet.

SKILLS

Product Product strategy • Roadmapping • Discovery & user research • Experiment design • Gamification & habit mechanics • Agile / Scrum • Cross-functional team leadership

Design UI/UX design • Experience design • Figma • Adobe Creative Suite • Motion graphics • Animation • Branding

Technical Game development • Unity • Unreal • Mobile & web application development • API integration • Firebase • AWS • Google Cloud • HTML/CSS/JS • C# • AR/VR/XR • Machine learning integration

Tools JIRA • Confluence • Notion • Trello • Zapier • Webflow • Google Workspace

EDUCATION

Webster University — Leiden, Netherlands • 2006 – 2007 • BA, Multimedia Production

New York University — Tisch School of the Arts • 1998 – 2001 • Film & Television Production (departed for a full-time role at Nickelodeon)