# VINAY KRISHNAN

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**SUMMARY:** Customer-obsessed and data-driven PM with **5+ years of experience** across real-money gaming, live video streaming, and interior design industries. Skilled in launching products from 0 to 1, creator economy, retention, and monetization.

### **PROFESSIONAL EXPERIENCE**

#### Product Manager, Head Digital Works (Cricket.com)

Feb 2024 - Present

Successfully launched and improved the acquisition & retention of Cricket.com's RMG application and website, catering to a user base of **1** million+ users during the IPL 24 season.

- Boosted user engagement and retention by localizing content for Hindi-speaking users and launching short-form video content.
- Enhanced organic traffic and search engine visibility by **optimizing content and site structure** through targeted SEO strategies, resulting in a **200% growth** in active users.
- Enhanced user journey and onboarding experience to **boost funnel conversions**, achieving a **16%** uplift in user registrations and an **8%** increase in KYC completion rates.
- Developed a purchase bundle recommendation feature, significantly increasing the average purchase amount (18% increase).
- Established and managed advertising monetization by integrating **Google Ads Manager** and fostering partner ad relationships.

Product Manager - Loco Mar 2021 – Nov 2023

Owned and managed the **Streamer Dashboard (20k DAU)**, a platform for creators to manage their Loco channels, track performance, and optimize content, and **Loco Studio (8k DAU)**, a platform for creators to go live, manage, and monetize their live streams.

- Orchestrated a six-month product roadmap, backlog, and sprint planning, ensuring the timely delivery of 20+ new features.
- Led the development of Loco Studio, an Android app for creator streaming, resulting in a 45% increase in DAU, a 20% boost in onboarding conversion, and a 10% rise in D30 retention within the first six months.
- Worked on improving payments and KYC feature, achieving an 85% reduction in payment processing time, a 25% increase in successful KYC verifications, and a 10% decrease in payment failures.
- Launched a Chat Moderation feature with an ML-driven profanity filter, reducing chat discard rates from 40% to 18% within three
  months.
- Led the integration of trigger-dependent transactional messaging via WhatsApp and email, improving streamer onboarding conversion funnel to 12%.
- Pioneered a Streamer Incentive Program, enabling organic streamers to monetize their content, contributing to **55% of Live Watch Hour generation** and maintaining an average of **90% of overall streamers** monthly.

# **Business Development Manager, Rheo**

Mar 2020 - Mar 2021

- Implemented web scraping techniques to augment lead quantity and quality.
- Introduced and expanded support for the Malayalam language category, which accounted for **one-third of the DAU** and achieved the **highest retention rate (D30 > 30%)** among all languages.
- Developed and enhanced the Audio Chat Room feature, driving a 25% increase in average session duration.

#### **Management Trainee, Livspace**

Jul 2019 – Feb 2020

- Enhanced market intelligence through strategic analysis, mapping potential key accounts, and optimized lead quality prioritization.
- Pioneered a referral marketing program targeting existing clientele, driving significant lead generation and achieving a **4% conversion** rate, resulting in **4cr BGMV (Business Gross Merchandise Value)**.

# **EDUCATION**

B. Arch, Indian Institute of Technology, Roorkee (IIT Roorkee): 5.6 CGPA

2014 - 2019

## **ACHIEVEMENTS & RECOGNITIONS**

- Recognized as the **Best Performer of the Year** in the product team at Loco 2023.
- Elected as Counselor for the Student Affairs Council and Editorial Team Member for Watchout News Agency at IITR.

### **TECHNICAL SKILLS**

- Data Analysis: SQL, Metabase, Amplitude Analytics, Mixpanel, AWS Athena, Retool
- **Project Management & Collaboration:** Jira, Excel, Google Sheets, Trello, Asana
- Design & Prototyping: Figma
- Methodologies: Agile, Scrum, Product Roadmapping, User Research, A/B Testing, Product strategy, prompt engineering, AI tools