

Yauheni Budzko

Product Manager

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PROFILE

Product Manager with a full-stack engineering foundation and 2 years of commercial experience shipping SaaS products. Experienced in agile delivery, backlog grooming, sprint planning, and stakeholder communication across engineering, design, and business teams. Delivered role-based access control systems and subscription-aware product architecture in production SaaS environments. Strong technical depth enables direct collaboration with engineering without a translation layer.

SKILLS

Product Management

- ▶ Stakeholder communication & management
- ▶ Product discovery & user research
- ▶ Roadmapping
- ▶ Backlog refinement & user story writing
- ▶ Sprint planning
- ▶ Agile / Scrum
- ▶ Product analytics
- ▶ Jira

Engineering

- ▶ JavaScript / TypeScript
- ▶ React / Next.js
- ▶ Node.js / NestJS
- ▶ PostgreSQL
- ▶ REST APIs
- ▶ Docker
- ▶ AWS / Azure
- ▶ Git / Python

PRODUCT MANAGEMENT EXPERIENCE

Product Manager • TirX - Crowd-Sourced Fuel Price Platform, Warsaw

Feb 2026 – May 2026

- Defined the entire product scope from scratch: use cases, feature set, information architecture, and MVP boundaries for a live web app serving drivers across multiple regions.
- Structured and led a 60+ person cross-functional team by creating five sub-teams (frontend, backend, QA, DevOps, UI/UX), each with a dedicated lead reporting to me.
- Ran product operations end-to-end: maintained Jira boards per team, owned sprint planning, and used a dedicated Discord server as the central communication hub.
- Drove all final product decisions through structured consultation - technical decisions with the Tech Lead, UX decisions with the UI/UX Lead - ensuring alignment without bottlenecks.
- Tracked product adoption and delivery velocity across six sub-teams, reporting progress and blockers to non-technical stakeholders.
- Product is live and deployed, with active feature delivery ongoing.

Product Owner & Lead Engineer • SV Kassa - POS & Inventory Management Platform, Warsaw

Oct 2024 – Oct 2025

- Identified the core problem directly with the CEO of SV Motors: no tool existed to compare performance across multiple shop locations, leaving management reliant on disconnected spreadsheets.
- Defined the product vision and feature set: multi-shop inventory sync, role-based dashboards (CEO, manager, read-only), financial record tracking, and chart-first data visualisation for cross-store comparison.

- Made key prioritisation calls including an ML-powered income prediction feature and a manager-tier RBAC role - a deliberate addition beyond the standard CEO/staff split to reflect real operational hierarchy.
- Designed and implemented a JWT-based role and identity management system with three permission tiers, managing access control logic across concurrent multi-location users.
- Replaced manual spreadsheet tracking for 80+ staff across multiple locations; currently in production at SV Motors.
- Ran a post-launch survey among employees and the CEO; feedback was overwhelmingly positive, with suggestions actively incorporated into the next iteration.

Product Manager & Scrum Master • Ultimate Erasmus Helper - Erasmus Mobility App, Coimbra
Sep 2024 – Jan 2025

- Defined the product concept: a desktop app to help Erasmus students track their mobility, find accommodation, discover local points of interest, and receive notifications from mobility officers.
- Owned the full Agile delivery cycle: wrote and prioritised user stories, ran estimation sessions, planned and facilitated sprints, and led daily standups within a team of 6.
- Presented sprint demos directly to the customer (professor) and fielded questions during the final defence - acting as the product's primary spokesperson.
- Navigated and resolved team conflicts around ownership and commitment through direct conversation and clearer role delineation, restoring delivery momentum.
- Delivered a fully functional desktop application by project end.

Founder & Product Lead • AutoShorts - Automated YouTube Shorts Pipeline, Warsaw
Jan 2026 – Mar 2026

- Conceived the product to solve a personal distribution problem: generate passive YouTube Shorts revenue with zero ongoing manual effort.
- Made core product architecture decisions: 8 isolated Docker services orchestrated by a single runner with PostgreSQL state management.
- Identified and resolved the three hardest product problems - reliable highlight detection, accurate transcription, and fully programmatic video editing - iterating on each until automation was end-to-end.
- Validated the product concept: videos averaged 1,000+ views within the first week of operation.
- Designed with future SaaS deployment in mind - architecture intentionally built for multi-tenant use.

ENGINEERING EXPERIENCE

Full Stack Engineer • SV Motors, Vitebsk
Oct 2024 – Oct 2025

Designed and delivered SV Kassa end-to-end: Next.js frontend, NestJS backend, PostgreSQL, TypeORM, JWT-based RBAC, Docker, deployed to Vercel with dev/prod environments. Implemented real-time multi-shop stock synchronisation and a role-specific dashboard system supporting concurrent users across locations.

Full Stack Intern • SoftTeco PL, Warsaw
Jul 2025 – Jan 2026

Initiated the SV Kassa codebase - contributed initial architecture, core frontend, and backend foundation before the project was adopted into production. Built RESTful API endpoints and responsive React components; participated in code reviews with senior engineers.

EDUCATION

MSc Software Engineering • Warsaw University of Life Sciences, Warsaw
Mar 2026 – Jun 2027

- Led TirX, a crowd-sourced fuel price platform, as a university capstone project

BSc Software Engineering • Warsaw University of Life Sciences, Warsaw

Oct 2022 – Feb 2026

- Graduated with highest honours - 4.7 / 5.0 GPA. Specialisation: Cloud Technologies.

Erasmus+ Semester Abroad • Coimbra Polytechnic, Coimbra

Sep 2024 – Jan 2025

- Led cross-cultural engineering teams in a product management capacity across international academic projects.

LANGUAGES

English (highly proficient)

Russian (native)

Portuguese (working)

Polish (highly proficient)

Belarusian (native)

ACHIEVEMENTS

Team Captain • International Erasmus Games, Milano

2024 – 2025

Self-assembled and led a multinational Erasmus volleyball squad through three progressive tournaments, winning all three stages:

- Erasmus City Games (Coimbra) - formed the team from scratch, won against 4 competing squads.
- Erasmus National Games (Portugal) - scouted players across other City Games teams, organised training sessions, won the national title competing against 12 teams to earn the right to represent Portugal.
- International Erasmus Games (Milano, 2025) - captained the team representing Portugal against 21 national squads from across Europe; won the tournament.