THOMAS LOPEZ

PRODUCT MANAGER

Paris, France | thomaslopezpagat@gmail.com | +33 6 79 71 12 43 | linkedin.com/in/thomas-lopez-6028731b7

SUMMARY

Product Manager with an engineering background and 5 years of building products end to end. At Ubisoft, I own the product roadmap for the Player Safety suite (10M+ weekly players) and shipped real-time AI chat moderation on Rainbow Six Siege.

EXPERIENCE

Ubisoft | Product Manager, Player Safety 03/2025 – Present

- Own the product vision and roadmap for Player Safety (10M+ weekly players) with 2 squads (12 engineers).
- Shipped real-time AI chat moderation in 9 languages with 99.99% availability, reducing toxic conversations and player reports for chat toxicity.
- Designed a human-in-the-loop review tool (AI prepares each case, moderators make the final call), cutting review time from 3 minutes to 10 seconds.
- Refocused the roadmap on repeat offenders after data studies linked toxicity to player churn.
- Built AI agents that write specs, analyse data and manage tickets, automating much of my daily product work.
- Run quarterly roadmap reviews with senior leadership, securing buy-in from Legal, Data and game teams.

Ubisoft | Product Owner, then Product Manager, Account 02/2024 – 02/2025

- Defined login and account-security features used across all Ubisoft games.
- Cut email and SMS costs and made sure player emails reach the inbox instead of spam.

VMS Web3 Consulting | Co-founder & Product Manager 2021 – 01/2024

- Co-founded a product studio (3 founders) and delivered 10+ client products with squads of up to 5.
- Launched web3 products that generated $2.5M+ in client revenue.

Freelance | Python Developer & Project Manager 2019 – 2021

- Delivered generative non-fungible token (NFT) projects end to end: Python pipeline, website, smart contract.

PROJECTS

ScoutSheet | Personal project

- An open-source scouting app that turns Football Manager saves into a searchable player database with Moneyball-style analytics and an AI analyst.
- Launched the ScoutSheet app: 1,000 downloads and a 45-minute average session duration.
- Co-design the product iteratively with my community on X, shipping from user feedback.

EDUCATION

ECE Paris | Engineering Degree (Master's level), Product Engineering & Innovation 2018 – 2023
Exchanges: Universidad de los Andes, Chile (2023); Dublin City University, Ireland (2021).

SKILLS

Product: product strategy, product roadmap, discovery, user research, PRDs, prioritisation, Agile/Scrum.
AI: AI agents (Claude Code, MCP), Large Language Model (LLM) evaluation, human-in-the-loop design.
Data & tools: SQL, Python, Databricks, Power BI, Tableau, Grafana, REST APIs, Jira, Notion, Miro.
Languages: French (native), English (C1), Spanish (C1).