Nathan Pryor

Portland, Oregon · Email and Phone Available Upon Request

PRODUCT MANAGER | TECHNICAL PRODUCT LEADER

Product Manager and technical product leader with 25+ years of experience spanning software development, architecture, UX, customer discovery, product analytics, and product management in SaaS. Particularly skilled at understanding products from the user's perspective, advocating for user needs, and translating those needs into practical product requirements while working closely with engineering and design teams to deliver B2B products. Brings deep experience in enterprise implementations, third-party integrations, compliance-driven workflows, and data-informed product decisions.

CORE EXPERTISE

Product Management · Product Requirements & Acceptance Criteria · Roadmapping & Backlog Prioritization · Customer Discovery & User Advocacy · Product Analytics & Data Analysis · UX / Interaction Design · Third-Party Integrations · Cross-Functional Leadership · Software Architecture · Project & Release Planning · Compliance & Regulatory Requirements · B2B SaaS

PROFESSIONAL EXPERIENCE

Tenant Technologies, Inc.

Product Manager
Nov 2021 – Aug 2026

Focused on product requirements, roadmap and delivery planning, customer advocacy, and complex enterprise workflows and integrations.

- Managed development of product initiatives from requirements through delivery, coordinating engineering, forms, customers, and other stakeholders around timelines and priorities.
- Advocated for user needs through customer interviews, usability review, and direct engagement with property managers to ensure product decisions addressed real-world workflows.
- Improved product delivery by implementing structured product requirements, acceptance criteria, roadmap planning, and upfront project planning across multiple concurrent projects, creating clearer alignment between customer needs, scope, priorities, and development timelines while improving customer satisfaction.
- Managed development of major enterprise implementations, coordinating complex forms, database requirements, integrations, and customer-specific workflow requirements.
- Expanded the platform's integration ecosystem, connecting TenantTech with property management systems, screening providers, and rental-form platforms.
- Used product and operational data including direct SQL analysis to investigate customer questions, identify usage patterns, and inform product and support decisions.

Tenant Technologies, Inc.

Technical Director
Nov 2007 – Nov 2021

Combined technical architecture and development coordination with infrastructure management, customer problem-solving, and technical input into product decisions.

- Owned technical architecture and directed development work, coordinating engineers and collaborating with forms designers, customer support, and leadership.
- Led the migration from self-hosted infrastructure to AWS Elastic Beanstalk, including platform selection, contractor coordination, testing, cutover, and ongoing AWS management.
- Improved platform reliability and reduced downtime by more than 65%, while enabling on-demand scaling and easier deployment and rollback.
- Worked directly with customers on escalated technical issues and new-feature discovery, translating user needs into requirements and development direction.
- Supported product decisions by bringing technical and user perspectives to leadership discussions and advocating for solutions that addressed actual customer needs.

Reality Engineering

Interactive Software Developer
Aug 2004 – Aug 2007

Developed interactive patient-education software for dental practices, combining 3D visualizations with tablet and pen-computing interfaces used by dentists during patient consultations.

- Designed user experiences and interaction models in collaboration with graphic designers and 3D modelers.
- Worked directly with dentists through demonstrations and beta programs to gather feedback, evaluate usability, and refine product interactions.

HOSTS Learning

Lead Multimedia Developer
Aug 1999 – Aug 2004

Progressed from graphic design into interactive software development and technical leadership, ultimately overseeing multimedia technology initiatives spanning interactive training, video production, and customer conferences.

- Established the New Media department, providing technical direction, shaping development practices, and mentoring team members.
- Evaluated technical requirements and developed a custom interactive training program, collaborating with mathematics and reading curriculum specialists and professional trainers to translate educational content into effective training experiences.

EDUCATION

Bachelor of Arts
The Evergreen State College · Olympia, Washington
Concentrations in organizational design & development, business, and management.