

RUBEN BATANERO

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Technical Product Owner | PSPO I | Former Lead Engineer

Technical Product Owner & Former Lead Engineer with 3+ years of experience delivering user-centric software in high-complexity domains (Aerospace & AI). Proven ability to translate complex stakeholder requirements into actionable backlogs, managing cross-functional teams of 4 to deliver 4D optimization SaaS platforms. Expert at bridging the gap between deep-tech engineering and intuitive UX/UI design.

SKILLS

Product Lifecycle: Roadmap Planning, MVP (Minimum Viable Product), Product Discovery, Feature Prioritization

Agile Excellence: Scrum Framework, Backlog Grooming, User Story Mapping, Sprint Execution, Kanban

Stakeholder Management: Requirements Gathering, Stakeholder Alignment, Cross-functional Leadership

Technical PO: API Documentation, Technical Debt Management, System Architecture, UI/UX Principles, SaaS

Languages: English (Professional), Spanish (Native), Catalan (Native)

Technical Stack: Python, Vue 3, Next.js, JavaScript, MongoDB, Bash, Git

WORK EXPERIENCE

UNIVERSITAT POLITÈCNICA DE CATALUNYA (UPC)

Technical Product Lead & Lead Web Developer

Barcelona, Spain • 08/2023 – Present

- Conducted a comprehensive Product Audit of an inherited codebase, prioritizing technical debt reduction to stabilize the MVP for launch.
- Defined and executed the product roadmap for Dynamo3 Web (4d Aircraft Trajectory Optimization SaaS) balancing academic constraints with technical feasibility.
- Led the UI/UX Strategy for the migration from CLI to Vue 3 Web, utilizing user feedback loops to reduce the researcher onboarding time.
- Backlog Management: Owned the end-to-end lifecycle of user stories, from grooming and estimation to Sprint planning and UAT (User Acceptance Testing), ensuring 100% on-time delivery for research publication.

C++ Backend Developer

Barcelona, Spain • 11/2022 – 08/2023

- Optimized the legacy C++ engine and meteorological data processing, resulting in faster simulation runtimes and improved system stability.
- Restructured the processing of large-scale meteorological datasets, improving the code architecture.
- Engineered automated post-processing tools and visualization modules using Python and KML, transforming raw simulation data into intuitive visual formats to streamline result analysis and validation.

VILANOVA FORMULA TEAM

AI Simulation Engineer

Vilanova, Spain • 11/2019 – 09/2022

- Developed a data-driven Decision Support Tool using a hybrid of Neural Networks and Genetic Algorithms to enable the engineering team to validate aerodynamic designs, reducing physical prototyping cycles.
- Executed end-to-end aerodynamic design and CFD validation for the 2021/22 season car, leveraging computational modeling to maximize downforce while minimizing drag.

- Facilitated the transition from theoretical design to physical reality by supervising the fabrication and manufacturing of composite aerodynamic components for the single-seater.

GIESECKE+DEVRIENT

Embedded Software Developer (Intern)

El Prat, Spain • 11/2021 – 04/2022

- Collaborated within a high-performing Agile/Scrum team of 10, actively contributing to Sprint Planning and Retrospectives to optimize delivery cycles.
- Implemented rigorous software testing protocols and CI/CD workflows tailored for the high-stakes security sector.
- Engineered low-level firmware modules for embedded security devices, integrating robust cryptographic libraries to harden hardware encryption protocols.

CERTIFICATIONS

Professional Scrum Product Owner I (PSPO I)

01/2026

Scrum.org

AI Product Management

12/2025

Duke University

Agile Development and Scrum

11/2025

IBM

EDUCATION

Double Degree in Aerospace Systems & Telecommunication Systems Engineering

Castelldefels School of Telecommunications and Aerospace Engineering
(EETAC-UPC)

09/2017 -
09/2022

Thesis: Full car aerodynamic design and validation using CFD and AI optimization.