

Ravi Bechoe

PRODUCT OWNER | PRODUCT MANAGER | SOFTWARE & INNOVATION

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ravibechoe.codes | Availability: 32 hours/week | Dutch: native | English: C1/professional

Profile

Product Owner / Product Manager with over a decade of experience in software and digital product development, including commercial digital products, web platforms and cloud software since 2016. Formally responsible for product strategy, roadmaps, backlog prioritisation and stakeholder coordination since 2024. Combines customer insight, commercial goals and customer experience with technical depth, supplier collaboration and operational continuity. Experienced with online customer portals, end-to-end product development, ecosystem integrations, incident coordination and translating complex dependencies into actionable product decisions.

Core Expertise

Digital Product Ownership • Product strategy & roadmaps • Backlog & refinement • Agile/Scrum • Customer experience • Digital commerce & go-to-market • Customer research & product data • Stakeholder & ecosystem coordination • Supplier collaboration • Incident & continuity management • Business cases & P&L • API/cloud integrations

Professional Experience

Product Owner / Product Manager | Quantaris | Oct 2024 – Present

- Responsible for product strategy, roadmaps, prioritisation and backlog management; works in Linear (formerly Jira) and refines user stories, acceptance criteria and technical context together with the tester and developers.
- Delivered SmartSearch end-to-end from recurring customer pain points: investigated the need, designed a viable search flow around DataFlex limitations using .NET expertise, prioritised and combined the initiative with a client project, and guided iterative development, pilots, go/no-go checkpoints, testing and release; initial user feedback has been positive.
- Helped guide the redevelopment and launch of Qu-Online, an online customer portal currently available to an initial group of around 20 clients. Contributed to functionality, requirements, acceptance criteria, priorities and the architecture needed to reduce dependency on the original development partner and lower structural costs; input came from customer visits, a core user group and technology-oriented early adopters.
- Uses revenue, usage figures, customer research and Power BI data where available to support product decisions; applies A/B-style validation, pilots and iterative testing during design and validation to test assumptions early.
- Connects management, Customer Support, development, customers and ecosystem partners including KNB, Kadaster and KVK; brings dependencies, risks and priorities together and turns them into clear decisions and next steps.
- Provides product-level direction and advice to external parties. Co-designed governance with the executive director around a generic API for AI services, including an approval process for suppliers and notary offices; continuously aligns security/privacy, data, performance and generic-versus-custom requirements with the security officer, developers and suppliers.
- Took the lead during a critical failure in the automatic update chain: established urgency, coordinated analysis, Customer Support, the tester and two developers, and redirected the data flow from Google to Azure. The technical solution was completed within two working days; total lead time was three weeks due to an external tenant dependency, ahead of a hard customer deadline.
- Contributed to securing significant new business in 2026 and prepared new R&D initiatives for the Dutch WBSO R&D tax credit after projects were cancelled, preserving the substantive basis for the 2026 application.

Co-Founder & Product Developer / Producer | Inktvlek B.V. | Sep 2024 – Present

- Co-founder of a game and software studio focused on digital products; responsible for product vision, roadmap, financing, planning, risk management and project direction for products including Eternal Wanderer.
- Coordinates multidisciplinary teams of developers, artists, designers and external specialists, translating long-term goals into concrete releases, quality decisions and development priorities.
- Owns positioning, go-to-market, store presentation, marketing, SEO and commercial product decisions; uses traffic, conversion and activity metrics (including DAU/MAU where applicable), wishlists, store analytics and user feedback to improve digital customer journeys and product decisions.

Founder / Software & Product Developer | RaafOritme | Nov 2016 – Present

- Develops and publishes commercial digital products on Steam, Google Play and the Unity Asset Store, with end-to-end responsibility for concept, pricing/variants, product development, release, positioning, marketing and support.
- Uses playtests, store data, user feedback and community signals for iterative product improvement; has applied insights to UX, accessibility, localisation, pricing/packaging and feature prioritisation.

Relevant Earlier Experience

Software Developer / Full Stack Engineer | Dirict & Van Brug Software | Oct 2016 – Apr 2019

- Worked on NotarisDossier, a fully cloud-based case management platform for notary offices, and Dataplaza, a web portal for case administration and secure communication between notary offices and their clients.
- Maintained and developed front-end and back-end systems, REST APIs and databases while supporting users, building early experience with business-critical web software, digital customer processes and integrated systems.

Department Manager / Floor Manager | D&F (SoLow) | Jun 2019 – Jun 2020

- Responsible for retail and warehouse inventory, P&L insights by product category and employee scheduling; adjusted customer flow and stock decisions based on demand, promotions and external factors such as weather and neighbouring retail activity.

Software Developer Intern | Enchanted Works | Feb 2023 – Jul 2023

- Worked alongside the lead developer on Nomori and created internal tools, loading systems and AI/pathfinding solutions, combining technical optimisation with faster testing and iteration.

C# Software Developer Intern | Movares | Feb 2015 – Jan 2016

- Developed prototypes, VR/AR train simulations and crowd simulators, gaining early experience with complex software in both technical and user-centred contexts.

Recognition & Selected Achievements

FMDP R&D Masterclass – Best Pitch Award | 2026

- Recognised for a fully developed R&D initiative including an initiative template, realistic P&L, five-year forecast, IRR and margins; presented and defended the proposal to senior player-coaches at executive level.

Smart NPCs | Product Owner / Product Developer | Unity Asset Store

- Commercial AI framework; responsible for product vision, roadmap, feature prioritisation, product variants, documentation, go-to-market, positioning and customer support.

Technical & Product Context

Product & delivery: Linear, Jira, Agile/Scrum, roadmaps, user stories, refinement, acceptance criteria, MoSCoW, QA/testing, customer research, pilots, A/B validation, business cases, P&L, risk scenarios, Power BI, product and store analytics.

Technology: C#, .NET, Unity, PHP, MySQL, JavaScript, REST APIs, Git/GitHub, cloud and API integrations, Azure environments, AI tooling.

Education

HKU University of the Arts Utrecht | Bachelor Game Development | 2020 – 2024

- Graduated with Double Honours.

Grafisch Lyceum Utrecht | Vocational Diploma (MBO Level 4), Game Development | 2011 – 2016