

# Product & Project Manager Achievement Cheat Sheet

You may not own revenue, but you own delivery, cycle time, and adoption — all of which you can read straight from your board and product analytics.

## NUMBERS YOU ALREADY HOLD

roadmap items delivered on time

feature cycle time

activation / adoption (product analytics)

sprint velocity & scope changes

stakeholders / squad size coordinated

launch dates hit

user interviews run

## BEFORE → AFTER

✗ Managed the product roadmap.

✓ Delivered 9 of 10 roadmap items on schedule; the onboarding revamp lifted activation 27%.

✗ Coordinated between engineering and design.

✓ Ran delivery for a 12-person cross-functional squad, cutting average feature cycle time from 6 weeks to 3.5.

✗ Gathered requirements from stakeholders.

✓ Ran 30+ user interviews that killed 3 costly build assumptions before a line of code was written.

✗ Wrote product specs.

✓ Reworked specs into one-page briefs, cutting engineering clarification back-and-forth ~40%.

✗ Tracked project progress.

✓ Introduced a risk log that surfaced 2 blockers early and kept the Q3 launch on its committed date.

## HONEST ESTIMATION

3 assumptions killed × ~2 eng-weeks of rework each = ~6 eng-weeks saved. You counted the interviews and you know the team's sprint length.

## HOW THIS SCALES WITH SENIORITY

**JUNIOR** Coordinated a 4-feature release; kept the board accurate for a 6-person team.

**MID** Owned a product area; delivered 9/10 roadmap items, +27% activation.

**SENIOR** Set the prioritization framework used across 3 squads; drove the strategy behind the mobile relaunch (+250k MAU).