

## Senior Product Manager

We are looking for a Senior Product Manager to help lead the planning and delivery of product improvements across our platforms, including Times Tables Rock Stars, NumBots, and future offerings. You'll be shaping products used by millions of children each week, with the opportunity to make a genuine impact on how they learn and feel about maths.

Working closely with the Director of Product and Services, CEO, and Head of Engineering, the Senior Product Manager plays a central role in translating product ideas and user needs into clear, well-scoped work that can be delivered by our Development Team.

This is a hands-on role focused on turning product vision into reality and managing feature development from concept through to release, ensuring our products continue to delight students, teachers and parents.

As a small team, we prioritise pragmatism over process. You'll have the freedom to shape how product work happens rather than fitting into rigid frameworks.

Email [recruitment@mathscircle.com](mailto:recruitment@mathscircle.com) for salary range information and application process.

## Who we're looking for:

- 4+ years of experience (we're open to a range depending on capability) working as a Product Manager or Senior Product Manager (or similar role) in a digital product or SaaS environment.
- 1+ years of experience working in a start-up or similar environment.
- Ability to work closely with designers and engineers to deliver high-quality product experiences.
- Comfortable working in a low-process environment where you are expected to bring structure and clarity but can also react to business needs as and when they arise.
- Excellent communication and organisational skills.
- A curiosity about how users interact with products and how experiences can be improved.
- Interest in education and improving learning outcomes for children.
- Desired but not essential: Educational background.

## Benefits:

- Company pension
- Pure Gym membership or private health insurance with Vitality
- Access to our mental health partner, Open Up, including free, regular 25-minute counselling sessions

## How to apply:

For application details, please email:

[recruitment@mathscircle.com](mailto:recruitment@mathscircle.com)

## **Responsibilities:** This role reports to the Director of Product and Services.

### **Team Leadership and Line Management**

Our growing Product Team comprises a Game Architect and a UX/UI Designer. You will provide leadership and support to this team, helping ensure work is aligned with product priorities and delivered effectively.

#### **Responsibilities:**

- Line managing the Product Team;
- Running regular team meetings;
- Supporting the team members in prioritising their workload, ensuring the team's work is balanced, realistic and aligned with business priorities;
- Providing regular feedback, guidance and support to help team members develop their skills;
- Conducting regular one-to-one meetings and performance conversations;
- Supporting goal setting, performance reviews and professional development planning;
- Contributing to retrospectives and learning activities;
- Encouraging strong collaboration between designers, developers and other teams across the business.

### **Product Delivery**

We are an ambitious team, with no shortage of creative ideas, so you will be working on a variety of interesting projects. One day you might be creating a new maths game; on a different day, improving how we present data to busy teachers.

As an evolving team, you'll have the freedom to shape how we work, bringing clarity to requirements, strong collaboration, and good judgement.

#### **Responsibilities:**

- Lead feature and product development from concept through to release;
- Run kick-offs, define problem statements, and translate ideas into clear, well-scoped work;
- Write product briefs, document feature behaviour, and define acceptance criteria;
- Work closely with designers and engineers to refine solutions and agree scope and delivery plans;
- Take ownership of timelines and keep projects on track;
- Oversee testing, including user acceptance testing and beta programmes, and analyse feedback;
- Maintain clear product documentation and ensure stakeholders are aligned on progress and upcoming releases;
- Support feature launches, working with marketing and customer support;
- Facilitate retrospectives and continuously improve how the team works.

**Cont...**

### **Product Backlog and Prioritisation**

With millions of users, we receive many suggestions for development which we balance with keeping a clean and user-friendly experience. We also have big ambitions and need to constantly identify what will have the greatest impact. You will support the Director of Product and Services and CEO in managing the product roadmap and priorities.

#### **Responsibilities:**

- Review and organise feature requests and improvement ideas;
- Take time to chat to our users, identify patterns and understand underlying user needs;
- Help to prioritise initiatives based on user value, educational impact and business goals;
- Maintain a clear and well-structured product backlog;
- Support planning and refinement meetings.

### **Cross-Functional Collaboration**

We're a small team and although each function has its focus, we work as a collective. You will act as the bridge between product vision, design, and engineering delivery.

#### **Responsibilities:**

- Work closely with the Head of Engineering to ensure shared understanding of scope, feasibility and timelines;
- Collaborate with designers to ensure product experiences are intuitive, engaging, and aligned with product goals;
- Ensure the Development Team has the clarity needed to deliver features effectively;
- Facilitate product discussions such as refinement meetings, discovery sessions, and planning meetings;
- Communicate product progress and decisions clearly across the organisation.

## How we would work

This role sits at the heart of product delivery, but it does not operate in isolation.

### **Ownership and responsibilities:**

You will own the day-to-day delivery and improvement of our core products, including Times Tables Rock Stars and NumBots. This includes managing the product backlog, shaping features, and ensuring work is delivered effectively by the team.

Alongside this, members of the leadership team (including the CEO and Director of Product and Services) may lead on specific strategic initiatives, such as new partnerships, experiments, or early-stage product ideas.

In these cases, the Senior Product Manager will contribute to shaping ideas into clear, deliverable work, provide input on scope, sequencing and team capacity and support successful delivery where appropriate.

### **This approach ensures that:**

- Core product development remains focused and well-managed.
- Strategic opportunities can be explored without overloading a single role.

### **Collaboration and decision making**

We aim to keep processes lightweight and communication clear.

- Each project has a single, clearly defined owner.
- Product decisions are made collaboratively, with input from design, engineering and leadership.
- The Senior Product Manager plays a key role in bringing clarity, structure and alignment across teams.

### **How you would work:**

- Taking ownership and bringing structure where needed;
- Balancing speed with thoughtful decision-making;
- Maintaining a strong user-first and educator-led mindset;
- Being active daily on company collaboration tools (e.g. Slack, Asana);
- Supporting onboarding and mentoring of team members as required;
- Upholding high standards of data protection, safeguarding, and accessibility appropriate to an education platform.

## What we offer

### Working hours:

Full time (35 hours per week, Monday to Friday 9am–5pm).

We understand all life circumstances are different, and so we're happy to discuss more flexible working patterns on a case-by-case basis.

### Salary:

Email [recruitment@mathscircle.com](mailto:recruitment@mathscircle.com) for salary range information.

Salary will be **pro-rated** for part-time or reduced-hours arrangements.

### Working location:

We offer both hybrid and remote working, depending on location.

#### **Bedford-based:**

Full-time office: All staff are welcome to spend 5 days a week enjoying the benefits of our modern office based in Bedford.

Hybrid office: For those within a reasonable commuting distance, we offer a hybrid approach, with 2 days working from home each week.

#### **Remote:**

For those based further away, we offer a predominantly remote setup, with occasional visits to our Bedford office for key meetings and team events. We find that regular in-person collaboration works best for those based nearby, so fully remote roles are typically reserved for team members living further afield.

### Benefits:

- Company pension
- Pure Gym membership or private health insurance with Vitality
- Access to our mental health partner, Open Up, including free, regular, 25-minute counselling sessions

## Ever heard of Times Tables Rock Stars and NumBots?

If you have a child or sibling at primary school right now, we bet they have!

Over 10 million primary school children around the world use our platforms to master their Maths skills. You could be part of the team that help these kids achieve their potential and leave school saying "I AM good at Maths."

### Our achievements:

- Small but rapidly growing team based in Bedford.
- Founded in 2015 by a maths teacher with a passion to improve children's basic numeracy skills worldwide.
- Queen's Award for Enterprise in 2020.
- BETT 2022 Company of the Year Award.
- Times Tables Rock Stars now used in over 80% of primary schools in England.
- Featured in the Beano Brains' "Top 50 coolest brands for kids"

### Ethos:

Whilst we work hard to make a difference to maths outcomes for millions of children across the world, we also like to have fun whilst we do it.

We have a fantastic, supportive team environment. Our constant innovation means that no day is the same and the opportunities and experiences are endless!

### Our culture:

At Maths Circle, we're a community of innovators, problem-solvers, and collaborators. Our culture is built on the following core values (which we all came up with collectively as a team):

1. **Caring** - We care about the children, our customers, our community, our team, and our environment. We lead with secure design principles to maximise online safety and learners' digital wellbeing.
2. **Impactful** - We make a difference to children's education and we value each other's genius in our collective pursuit of excellence.
3. **Innovators** - We're not afraid to put smart ideas into action. We don't see a ceiling to what we can do together.
4. **Human** - We're real people with real life experiences that shape our work. We're proud of how we've grown and we talk honestly, helpfully, and with integrity.
5. **Inclusive** - We fiercely believe education should be accessible to everyone and our passion for inclusivity flows into everything we do and everything we are.
6. **Fun** - We work hard but we laugh harder. We believe that a positive buzz creates better things.

