

WORK EXPERIENCE

Crayon

Product Manager

San Francisco, CA

Feb. 2023– Present

- Pioneer insight curation and data actioning within the product, aggregating information from hundreds of millions of sources to cover the entire digital footprint of a company in order for revenue teams to increase win rates against their competitors

Electronic Arts

Product Manager

Redwood City, CA

Jul. 2018 – Jan. 2023

- Lead engineers, designers, data scientists, and other business partners globally to iteratively improve features and optimize KPIs
- Built interviewer companion app to enhance candidate experience; used by every EA applicant and entire Talent Acquisition team
 - Transformed Talent Acquisition's scheduling flow to be >300% faster and improved EA interest by 22% compared to non-users
 - Lead launch for global release of product as well as videoconferencing and intranet, impacting >10,000 employees
- Managed EA's intranet for creating and consuming internal content, policies, guides, and news; used by >10,000 employees
 - Created a custom form widget to enable users to provide feedback, report issues, and keep content up-to-date
 - Produced >20 full sites for HR, legal, game studios, IT, finance, international offices, marketing, facilities, and more units
 - Facilitated A/B testing around the world to improve relevancy, design, and usage from enterprise search and other features

Enova International

Product Management Intern

Chicago, IL

Mar. 2017 – Jul. 2017

- Lead Document Upload for CashNetUSA, which upgraded the US loan application process; nets >\$500,000 yearly ROI
- Implemented the US customer journey map, populated with images of site pages for all client types; used by everyone in US team
- Prioritized installment loan app features through survey research; created the mobile application flow for the entire process

A-Level Capital

Associate

Baltimore, MD

Feb. 2017 – May 2018

- Invested in & supported early-stage companies founded by Johns Hopkins affiliates at student-lead VC firm with >\$500,000 assets under management; firm has raised >\$680,000 and experienced a 43.53% increase in portfolio value within 15 months
- Sourced and evaluated potential investments, conducted due diligence, provided seed funding, and managed portfolio companies

OmniTrail Technologies

Software Engineer

San Jose, CA

Jun. 2015 – Aug. 2016

- Created and released two real-time visualizers coded in Java that utilizes Jetty for location server JSON objects and histogram filters to map devices and trails onto floor nodes; used for product demos for the whole company and debugging for all clients
- Programmed a heartbeat scheduler using Quartz that monitors activity of back-end server operations to preemptively detect issues
- Conducted due diligence, facilitated meetings with investors, and conducted demonstrations in conferences and with clients

IBM

Software Engineering Intern

Littleton, MA

Jun. 2014 – Aug. 2014

- Designed tests for the graphical user interface of IBM Connections, ensuring that services functioned properly across builds
- Developed smart cloud services in Java, producing 31 test cases and preventing 238 defects across multiple servers

EDUCATION

Johns Hopkins University

Bachelor of Science in Computer Science

Baltimore, MD

May 2018

- **Awards:** 1st in JHU's Business Plan Competition, Rewriting the Code Fellow, 1st in HopHacks, Coca-Cola Scholar, Invensys Scholar

PROJECTS

ToI – 1st Place in the Johns Hopkins University Business Plan Competition

Apr. 2018

An affordable preventative healthcare device that automatically analyzes the quality of a user's stool based on color, size, shape, presence of blood, and other important qualities to detect gastrointestinal issues. Created with two other students using a Raspberry Pi with a camera and sensors, OpenCV, PostgreSQL, and React Native. Won first place at the 2018 JHU Business Plan Competition.

Gamma Ray Kitten – github.com/BitBallers/GammaRayKitten

Dec. 2014

A randomized videogame about a radioactive cat escaping a laboratory. Created with three other students using Pygame.

Sound Cave Oculus Rift Audio Visualizer – 1st Place at HopHacks

Feb. 2014

An interactive 3D audio game environment experienced through the Oculus Rift that responds to changes in bass, tempo, and rhythm of songs. Created with three other students using Unity and C#. Won first place at the Spring 2014 JHU hackathon, HopHacks.

SKILLS, ACTIVITIES, INTERESTS

- **Skills:** Dashboards, agile, SQL, Java, Python, C++, HTML, Jira, Figma, LumApps, Unity, Maya, Photoshop, Flash
- **Activities:** ASPIRE: Asian & Pacific Islanders Represent, Women's Ultimate Team, Songbird, San Francisco Zen Center (YUZ Sangha Program member), HopHacks (organizer), Women in Computer Science, Alpha Phi Omega National Service Fraternity, Chinese Students Association (Recruitment Chair), Pi Beta Phi Fraternity (Vice President of Fraternity Development)
- **Interests:** Yoga, counseling, vipassana & Zen meditation, singing, writing poetry, gaming, exotic foods, travelling