

I’m a product manager w/ experience delivering product at a bootstrapped dual-market facing startup.

WORK EXPERIENCE

Manager, Case Research @ Patexia Inc. November 2013 – present

- Collaborated with founder CEO on product roadmap and translated his vision into specs and wireframes, burned through the feature backlog, and pushed releases on a ~3-week sprint schedule
- Owned the launch from ideation to production Patexia’s consulting platform, points and badges gamification, contest feedback system, and inter partes review search database
- Managed from design to close 84 crowdsourced studies across multiple industries including SaaS, semiconductors, networking equipment, and medical devices
- Defined Patexia’s case research process, creating 4 new contest types used in 34% of new contest sales

Program Director @ Camp Hi-Sierra, BSA Silicon Valley Monterey Bay Council Summers 2007 – 2013

- Supervised the daily operations for a Boy Scout summer resident camp for 350 campers/week
- Recruited, hired, and managed a 37-person program staff across 12 departments
- Broke previous 8-year record with consecutive summers of unprecedented growth in youth attendance

PERSONAL PROJECTS/CAUSES

Alumni Advisory Board Member @ SC Outfitters December 2013 – present

- Advised the President during monthly board meetings based on my experiences as a product manager at a startup
- Intervened on issues when requested by the President, while respecting the autonomy of current members

Community Support Director @ SC Outfitters March 2008 – May 2012

- Guided organization from its beginnings to an established campus presence with \$2,000 in monthly revenue
- Launched SC Outfitters’ front-office and back-office online tools including trip reservation and payment systems

STUDENT RESEARCH/PROJECT EXPERIENCE

Research Assistant @ SangerLab, University of Southern California April 2011 – May 2012

- Studied the kinematics of reaching in pediatric patients with motor-disabilities when interacting with touch screens
- Wrote the Matlab algorithms that analyzed motion capture and electromyography data to suggest UI adjustments

Team Lead @ “Human Remote” Senior Capstone Project, University of Southern California Spring 2011

- Coordinated the development of a gesture-based user interface using an Xbox 360 Kinect and LabVIEW
- Wrote the algorithms to translate a user’s hand movements seen by the Kinect into a user interface “gesture”
- Received top honors out of 14 teams at the Viterbi Senior Design Expo

EDUCATION

B.S. Biomedical Engineering; Minor: Political Science; GPA: 3.35 Class of 2011

University of Southern California

M.S. Biomedical Engineering; Specialization: Product Development; GPA: 3.52 Class of 2012

University of Southern California

SKILLS AND TOOLS

tickets/scoping (JIRA/Confluence)
distributed teams (Upwork)
wireframes (Balsamiq/InVision)

process design (Visio)
graphic design (GIMP/Illustrator)
data analysis (MATLAB)

marketing/transactional email design (HTML)
passive/real-time tracking (Google Analytics)
Google App Engine

AFFILIATIONS AND CERTIFICATIONS

Eagle Scout; Boy Scouts of America Troop 14, Santa Clara, CA

July 2007

Flute/Piccolo; The Spirit of Troy, USC’s Trojan Marching Band

Fall 2007 – Spring 2011

Wilderness Emergency Medical Technician; Los Angeles County

February 2010

