

NOAH GROSSMAN

Product Manager in New York City
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EXPERIENCE

Jet.com & Walmart eCommerce - Product Manager, Thor Fulfillment System *NYC: August 2018 - present*

- Simultaneously led 2 successful Thor integrations, requiring collaboration with 7 internal teams and 3 sets of business stakeholders
- Designed and launched “Walmart Fulfillment Services” features for Thor, laying the foundation to monetize Walmart’s supply chain infrastructure as a service for third-party marketplace sellers
- Launched features that boost warehouse throughput, reduce compliance risk, and improve the customer experience
- Supported 2 Black Friday holiday seasons, where Thor warehouses operate at 4x normal capacity, including a 10x spike in daily order volume

Epic Systems Corp. - Technical Services Engineer

Verona, WI: August 2015 - May 2017

Technical liaison between Epic engineering and clients at leading hospital systems

- Led a company-wide initiative project that visually redesigned the Epic OpTime product at < 1 year tenure
- Supported 3 client project teams that built and maintained Optime implementations used in over 400 operating rooms at 20 of America’s leading hospitals
- Proposed, designed, and launched an upgrade tool that saved clients over 10,000 hours of manual cleanup work
- Created quarterly strategic analysis newsletter identifying market threats and opportunities for product leadership

GE Capital - Information Technology Leadership Program Intern

Norwalk, CT: June - August 2014

- Developed a web-based IT Audit Tracker that enabled GE Capital executives to monitor IT risks
- Launched a summer intern hackathon that produced 6 new applications for GE Capital

ENTREPRENEURIAL

Birtright Excel Ventures - Product at “Revibe”

Tel Aviv, IL: May - August 2017

- One of 20 accepted into the 2nd cohort of Birtright Israel’s Excel Ventures startup accelerator
- Designed and validated a workplace analytics product that would reduce turnover in large companies by diagnosing employee engagement issues
- Pitched product to VC panels and led early product development conversations with top US consulting firms

Dash - Product Lead

Ithaca, NY: February 2014 - May 2015

- Led a 6-person team to design and build a cross-platform video game
- Owned the product roadmap and level design; designed and developed enemy AI
- Rated #1 most popular game to come out of Cornell’s Game Design program out of 100+ games in 10+ years; nominated “Best in Show” by IndieHangover.com at the 2014 Boston Festival of Indie Games

EDUCATION

Cornell University - College of Engineering

Ithaca, NY: 2011-2015

Bachelor of Science; Major in Information Science, Systems, and Technology; Minor in Business

Dean’s List x3 - Major GPA: 3.5 - GPA: 3.2

CS 1300 TA: Taught weekly full stack web development classes

3 Day Startup: pitched “Ladder,” an esports competition platform for mobile games

SKILLS

Technical: SQL, Splunk, Excel, Java, HTML, CSS

PM / Design tools: Jira, Balsamiq, Axure, Illustrator