

NOAH GROSSMAN

PRODUCT MANAGER

NYC-based Product Manager with background
in healthcare and technical project management

EDUCATION

CORNELL UNIVERSITY | B.S. in Engineering | Ithaca, NY | 2015

Information Science & Human Computer Interaction

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

- CS 1300 TA: Taught weekly full stack web development classes

- 3 DAY STARTUP: Founded "Ladder," a competition platform for mobile games

EXPERIENCE

EPIC SYSTEMS

Technical Services | Verona, WI | 2015 - 2017 (2 years)

Managed relationships with large hospital system clients to ensure ongoing success of Epic's surgery department application

- Managed 3 client project teams responsible for > \$1 million Epic implementations in over 400 operating rooms at 20 of America's leading hospitals
- Led weekly meetings with over 25 Epic analysts to prioritize technical issues and mentor teams on technical aptitude and overall strategy
- Led a company-wide initiative project that redesigned the Epic OpTime product at < 1 year tenure
- Proposed, designed, and launched an upgrade tool that saved over 10,000 hours of manual client work
- Created quarterly strategic analyses identifying market threats and opportunities for product leadership

GE CAPITAL

Information Technology Leadership Program Intern | Norwalk, CT | Summer 2014 (3 months)

Software development and IT management internship

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

ENTREPRENEURIAL

DASH

Product Lead | Philadelphia, PA | 2014 - present (3 years)

Award-winning mobile game coming soon to Android and iOS

- Led a 6-person team to build an award-winning mobile game
- Set the product direction and roadmap and owned level design and player acceptance
- Game nominated "Best in Show" at the 2014 Boston Festival of Indie Games by IndieHangover.com and won the "Audience Favorite" and "Most Polished Game" awards at GDIAC 2014

BIRTHRIGHT EXCEL VENTURES

Head of Product at Revibe | Tel Aviv, Israel | 2017 (3 months)

Start-up accelerator under guidance of Israeli VCs & business leaders

- Invited into startup accelerator sponsoring 20 fellows to launch new business ventures over the course of a summer program
- Created data analytics platform to measure employee satisfaction and increase retention within large companies
- Led product strategy through discovery, validation, and MVP
- Facilitated design partner agreement with leading consulting firm to implement product development