

NOAH B. GROSSMAN

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WORK EXPERIENCE

Birthright Excel Ventures - Head of Product at Revibe

Tel Aviv, IL: June - September 2017

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

- Selected as 1 of 20 participants from 2,000+ applicants granted \$12,000 package
- Led product strategy through discovery, definition, design, and MVP
- Managed team of 4 to develop employee analytics platform through a moderate pivot
- Pitched to several VCs and investors across Israel

Epic Systems Corp. - Technical Services Engineer

Verona, WI: August 2015 - May 2017

Product / project management and client technical strategy for large hospital systems

- Led a company-wide initiative project that redesigned the Epic OpTime product at < 1 year tenure
- Proposed, designed, and launched upgrade tool that saved 10,000+ hours of manual work across all client systems
- Designed new surgical case ordering workflow for the 2018 release
- Managed 3 client project teams that supported over 20 hospitals and 400 Operating Rooms
- Created quarterly competitive analyses for OpTime product leadership

GE Capital - Information Technology Leadership Program Intern

Norwalk, CT: June - August 2014

Software development and IT leadership

- Launched a summer intern hackathon that produced 6 new applications for GE Capital
- Developed an IT Audit Tracker for GE Capital executives to monitor IT risks. Built in Python, HTML, CSS, Javascript

AtlantiCare - Web Design Intern

Egg Harbor Township, NJ: June - August 2013

Web Design and Development

- Designed hospital web pages in HTML, CSS, and Illustrator

INDEPENDENT PROJECTS

• **Dash** - Product Lead

February 2014 - present

- Set the product direction of and led a 6-person team to build a multi-platform mobile game
- "Best in Show" at the 2014 Boston Festival of Indie Games by IndieHangover.com
- "Most Polished Game" and "Audience Favorite" awards at GDIAC 2014

• **Ladder** - Project Lead

November 2014 - Jan 2015

- Developed concept for eSports betting platform chosen as one of five projects for 3 Day Startup Cornell
- Recruited team of 4 to develop prototype and business model
- Pitched to a group of 6 panelists and an audience of 150

• **OpenComm** - UX/UI Designer

Spring 2013

- Designed Android audio conferencing app that gives users the impression of a 3D sound environment
- Created mockups, design specs, and branding material for implementation by frontend team

EDUCATION

Cornell University - College of Engineering, Bachelor of Science

Ithaca, NY: 2011-2015

Major: Information Science, Systems, and Technology - Concentrations: UX & software engineering

Minor: Applied Economics and Management

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

CS 1300 TA: Taught weekly full stack web development classes

SKILLS

Technical: PHP, HTML, CSS, Javascript, Java, Python

Design: Photoshop, Illustrator, Balsamiq, Axure, Sketch

Miscellaneous: Team Leadership, Client Relations, Project Management