

# NOAH GROSSMAN

## PRODUCT MANAGER

New York - based Product Manager with background in healthcare and mobile gaming

## EXPERIENCE

### EPIC SYSTEMS

Technical Services Engineer | 2015 - 2017

*Technical liaison between Epic engineering and clients at leading hospital systems*

- Proposed, designed, and launched an upgrade tool that saved over 10,000 hours of manual client work. The tool prioritized instances of a critical design issue uniquely affecting each customer's system
- Led a company-wide initiative project that redesigned the Epic OpTime product at < 1 year tenure
- Managed 3 client project teams that built and maintained Optime implementations used in over 400 operating rooms at 20 of America's leading hospitals
- Redesigning OpTime's patient header to be more succinct and actionable. Introduced case timeline feature that enabled one-step review and documentation of key events during surgery
- Created quarterly strategic analyses identifying market threats and opportunities for product leadership

### GE CAPITAL

Information Technology Leadership Program Intern | Summer 2014

*Software development and IT leadership*

- 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

### ATLANTICARE

Web Design Intern | Summer 2013

*Web Design and Development*

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

## ENTREPRENEURIAL

### DASH

Product Lead | 2014 - present

*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 | 2017

*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

## EDUCATION

### CORNELL UNIVERSITY - College of Engineering

Information Science & Human Computer Interaction

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

BS I Class of 2015

CS 1300 TA: Taught weekly full stack web development classes

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

## LANGUAGES

PHP

HTML / CSS

Javascript

Java

Python

## TOOLS

Trello

Axure

Balsamiq

Illustrator

## SKILLS

Product Management

Interaction Design

Prototyping

Client Relations