

Kristen Shiozaki

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EXPERIENCE

Nuro | Technical Program Manager Intern, Behavior ML

May 2023 – Sep 2023

- Led the root cause analysis and implementation of simulation tooling improvements to streamline scene driving processes, resulting in a 30% increase in the average weekly simulation driving throughput.
- Developed the product requirements document and facilitated architecture decision meetings for the training dataset for a conditional behavior prediction model, resulting in the implementation of a labeling tool projected to improve conditional prediction model accuracy by 15%.
- Defined the scope, roadmap, and OKRs and aligned 4 cross-functional teams on code review procedures for the mapping of the data quality and capacity to the performance of an encoder model responsible for scene understanding, semantic segmentation, and object recognition.
- Shipped and co-organized the timelines and validation of the September 2023 software release for investor demos and developed SQL queries to compile and prioritize the top failure modes seen during mileage accumulation.

Tesla | Technical Program Manager Intern, Vehicle Software

Sep 2022 – Jan 2023

- Shipped and coordinated the sign-off and rollout of the 2022 Holiday software release, which was deployed to 2.3+ million customer vehicles.
- Managed and defined scopes for 8 software releases for factories and over-the-air updates targeting Tesla's production fleet of 2.5+ million cars.
- Shipped and drove the validation and sign-off of Tesla's first Semi truck software release for the inaugural Semi truck delivery event with Pepsi Co.
- Launched and designed a release management onboarding platform to provide the SW organization with release status updates.

Tesla | Engineering Program Manager Intern, Low Voltage & Autopilot Electronics

Sep 2021 – Sep 2022

- Led the engineering development of the wireless phone charger, ultrasonic sensors, and charge port controller products for current production and new vehicle programs to meet cost, schedule, and quality goals.
- Managed wireless phone charger HW design changes to reduce manufacturing costs, resulting in projected yearly cost savings of ~\$2.1 million.
- Managed two design cycles of the charge port controller for new vehicle programs and coordinated with Engineering and Supply Chain to bring up production lines and plan NPI builds for production volume.
- Drove ultrasonic sensor (USS) depopulation efforts including the estimations of USS service quantities and the implementation of the fascia and harness BOM changes across 3 factories in North America and Europe.

TD Bank Labs | Experience Design Intern

Jun 2020 – Aug 2020

- Pitched and defined the product roadmap for TD Bank Lab's first design system and UI inventory of 30+ components, earning buy-in from Designers, Engineers, and Managers.

Manulife | UX Design Intern

Sep 2019 – May 2020

- Led an 11 person team to launch and define the product vision, design, and development of the first engineering outreach platform, developer.manulife.ca.

EXTRACURRICULAR ACTIVITIES

UW Midnight Sun Solar Car Team | Operations Manager

Sep 2018 – Jan 2022

- Defined the vision, multi-year roadmap, and success metrics as the project manager of the Hardware, UI/UX, and Business subteams.
- Founded and led a team of 10 designers to research user needs, define requirements, design, and launch a flutter app for the car's driver display.

UW/UX | Logistics Lead

Sep 2019 – Sep 2021

- Led workshops at *Hack the North 2020++*, *TILE 2021*, and *EngHack 2021* to teach visual design and prototyping skills to 450+ students.

EDUCATION

University of Waterloo | B.A.Sc. in Systems Design Engineering, Minor in Cognitive Science

Sep 2018 – May 2024 (Expected)

- Courses: Data Structures and Algorithms, Foundations of AI, User Centred Design Methods, Production and Service Operations Management

TOOLKIT

Skills: Product Lifecycle Management, Agile Methodology, User Research and Testing, Information Architecture, Data Visualization

Tools : Jira, Confluence, Enovia, Figma, Sketch, Photoshop, Illustrator, After Effects, InVision, Marvel, Reframer, Axure, SolidWorks

Development: Python, C++, Git, SQL, HTML, CSS, JS, Jenkins, OQL, Android Debug Bridge, BigQuery