

Abby George

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Education	University of Michigan College of Literature, Science, and the Arts Bachelor of Science in Computer Science, May 2016 Bachelor of Science in Economics, May 2016 GPA: 3.831/4.0, Honors Program, James B. Angell Scholar, Phi Beta Kappa Northwestern University Kellogg Executive Education Product Management Experience Certificate of Completion, March 2019	
Technical Skills	<i>Proficient</i> ReactJS, JavaScript, Swift	<i>Some Experience</i> Python, Objective-C, Java

Experience

Children's Hospital of Philadelphia | Center for Data Driven Discovery in Biomedicine | Jan 2020 - now **Product Engineer (Contract)**

- Conducted user research and created user flow diagrams around complex data analysis tasks, identifying potential automation opportunities and reducing task time from hours to seconds.
- Developed a strategic roadmap based on user research and engineering input, driving a cross-functional team to release a minimum viable product and iteratively develop new features based on user feedback.
- Built and presented a web application showcasing a new technical standard for data modeling, leading to the adoption of this standard and increased interoperability across external groups.

University of Chicago | Center for Translational Data Science | July 2018 – Dec 2019

Engineering & Product Manager

- Managed team of ten engineers, leading the day-to-day technical and product direction in an Agile environment.
- Collaborated with project managers, designers, and engineers across twelve biomedical projects in order to identify use cases and develop plans to take multiple products from conception to launch.
- Conceptualized a new testing and release process, reducing production bugs and release downtime.
- Created a user-driven feature development process emphasizing acceptance criteria and value propositions, decreasing engineering development time for new features.

Software Engineer

- Led the development of a new data visualization tool, allowing users to more easily perform data analysis.
- Developed features ensuring scalability and customizability for frontend products, with products often spanning multiple projects with varying scientific use cases and requirements.

Apple Inc. | September 2016 – February 2018

Software Engineer

- Redesigned and improved features in three Swift iOS applications used in partner and channel stores globally, improving the sales productivity of ~200,000 users.
 - Led the development of a new web tool to update prices on the Apple Online Store, improving response time and streamlining communication in emergency situations.
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