

Abby George

734-478-1703 | abbyrgeorge@gmail.com | Chicago, IL | Github: abgeorge7

Education

University of Michigan | College of Literature, Science, and the Arts
Bachelor of Science in Computer Science, Bachelor of Science in Economics, 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

Proficient: SQL, ReactJS, JavaScript, Python Some Experience: Swift, Objective-C

Experience

Provi | Dec 2020 – present

Product Manager

- Streamlined new user onboarding by automating a complicated set up step and utilizing a similarity algorithm, decreasing users chatting in for support by 26% and increasing users set up to place an order by 33%.
- Drove development of algorithms and tools focused on speeding up market expansion and launches, decreasing time to build out a product dataset in a new market by 83%.
- Dug into user metrics and drop off points in user onboarding flow using SQL, Redash, and Heap, in order to identify trends and improve the user onboarding experience and sign up to first order conversion rate.

Children's Hospital of Philadelphia | Center for Data Driven Discovery in Biomedicine | Jan 2020 – Nov 2020

Product Engineer (Contract)

- 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 common 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.

Software Engineer

- 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.
-