

# Xiaoxiao(Annie) Qin

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## EDUCATION:

### Carnegie Mellon University

Aug. 2021 - Dec. 2022

Major: Master of Science in **Software Engineering**

Relevant coursework: Product Management, Business Model & Strategy, Decision Analysis and Engineering Economic

### University of California, Davis

Sep. 2017 - Mar. 2021

Double Major: Bachelor of Science in **Computer Science**; Bachelor of Arts in **Design**

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## PROFESSIONAL EXPERIENCE:

### ByteDance Inc. (TikTok) | Product Manager Intern

Mountain View, US | June 2022 - Aug. 2022

- Worked on GTM strategy & onboarding project for a new productivity and business communication product at ByteDance (TikTok).
- Initiated strategies & projects by conducting 5 market research, 2 user persona reports; collaborated with 5 PR & designers on 2 marketing plans.
- Increased number of new customers by 12% in latest Beta version by the new marketing strategy; engaged with 3 new enterprise customers.

### Reborn | Demo | Co-founder & Founding Product Manager (Part-time)

Remote | Jan. 2022 - Aug. 2022

- Next generation live-streaming platform for virtual idols, helping virtual content creators generate avatars and build interactive fans community.
- Defined features for first version MVP including customized virtual avatars, animated live chats, motion capture, and led the team shipped it.
- Onboarded 8+ virtual content creators with over 700K fans community; increased live chats and rewards data for the creators by over 30%.

### ZhenFund | Venture Fellow & Investment Analyst Intern

Remote | Oct. 2021 - May 2022

- Executed deal-sourcing by organizing entrepreneurship events, sourced SuperNova Game, BlueSky Data, Kola Music, and other 30+ deals.
- Selected 2 deals in big data, gaming industry to the investment committee at ZhenFund (a VC invested 40+ unicorns including Nuro, Bolt, etc.)

### Tencent | Product Manager Intern

Shenzhen, China | Mar. 2021 - July 2021

- Administered from 0 to 1 of user experience optimization project for a 100M+ DAU enterprise product --Tencent Microservice Platform.
- Launched an interactive new user onboarding guide feature on the public cloud page; decreased new customers' on-boarding time on average by 30 minutes, and increased number of new customers by 15% compared with last month.
- Redesigned the service monitoring page by adding data visualization graphs based on the user feedbacks; improved the UX rating by 25%.
- Implemented a new Admin solution for Microservice Platform's privilege feature; increased 10% of current user engagement.
- Collaborated cross-functionally with the 11 stakeholders (-- designers, engineers, sales, marketing and legal teams) for the project prototype.

### Finli Inc. | Software Engineer Intern

Los Angeles, US | July 2020 - Oct. 2020

- Assembled and re-designed entire UI/UX of Finli's website based on the fin-tech product features and definition; increased 20% of visitors.
- Implemented login loading page using React Native to improve user experience; decreased 40% of complaint emails within one month.

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## LEADERSHIP EXPERIENCE:

### CMU Summit on Innovation and Entrep. | Project Executive

Mountain View, US | Aug. 2021 - Sep. 2022

- Led 20+ students to hold entrepreneurial summit that was for 500+ audiences offline and online and invited entrepreneur alumnus as speakers.
- Invited 15 panelists that are pioneers of innovation and entrepreneurship in different tech topics including Crypto, VR/AR, Auto Pilot etc.

### iDEX App Development Club | Co-founder and Marketing Executive

Davis, US | May 2019 - Oct. 2020

- Built a community for 200+ Computer Science and UI/UX Design students to develop software ideas in weekly club events & local hackathons.
- Led 15 students to build the whole public relation site for iDEX including Facebook, LinkedIn, Instagram, etc.
- Integrated iDEX online blog and posted blogs on weekly and daily basis that facilitated 500+ readers.

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## PROJECTS:

### CMU VIS Lab -XR Technology Research | Research Assistant

Mountain View, US | Jan. 2021 - May 2022

- Defined avatar animations in XR environment by generating avatars' running and interactions across different VR&AR devices, including Oculus and Google cardboard.

### Element Tower Game | Demo | Project manager, Game Designer and Developer

Davis, US | Dec. 2019 - Feb. 2020

- Led 5 students to develop a tower defense game; assigned different developer roles and planned timeline capstones.
- Designed overall game logic, UI components and the animations; implemented the animations using C# on Unity.

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## SKILLS:

- **Technical:** C/C++, C#, JavaScript, HTML, CSS, React, MATLAB, JAVA, Python, R, SQL, Go, REST APIs, Database
- **Design:** Blender, Adobe Illustrator, Adobe Photoshop, Adobe InDesign, Adobe XD, Figma, Sketch, User-Centered Design, Photography
- **Other Skills:** Jira, Agile, Kanban, Product Prototyping, User Research, Product Development, Communication, Social Media Marketing, Microsoft Office, Public Speaking, Entrepreneurship, Team Leadership, Data Analysis