

# Alexander J. Pieroni

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## EDUCATION

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### Duke University

May 2025

*B.A., Computer Science & Linguistics, Classical Languages*

*Durham, NC*

- Minor in Classical Archaeology, 3.95/4.0 GPA, Dean's List (all semesters), Trinity Ambassador
- President of Duke A Cappella Council, Vice President of duArts, Undergraduate Research Assistant & Field Archaeologist at Vulci 3000, Executive Board Member & Business Manager of The Pitchforks of Duke University

## WORK EXPERIENCE

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### The Walt Disney Company, Disney Streaming

May 2024 – Present

*Product Management Intern, Commerce, Growth, & Identity*

*Santa Monica, CA*

- Launching new subscription options and add-ons globally, projected to increase revenue by **\$1.1 billion** by 2027.
- Optimizing the 'Create Your Own Subscription' model, writing user stories and addressing in-app purchases and B2B2C partnerships throughout the product lifecycle, projected to add **\$190 million** in revenue by 2025.
- Introducing profile transfers, extra member features, and out-of-household streaming detection and enforcement for Disney+, Hulu, and ESPN+, working cross-functionally with engineering, UX/UI, sales finance, legal, and other stakeholders, such as Disney SVPs, boosting retention and engagement for **>150 million users**.

### Out in Tech, 501(c)3

February 2024 – Present

*Program Management Intern*

*Remote*

- Drives the success of programming, reaching nearly 60,000 members globally and championing inclusivity in tech by assisting the growth of the Out in Tech community, leading a **16.1%** membership increase YTD.
- Creates and analyzes a holistic data dashboard to enable staff and **200+** volunteers to effectively track and expand their reach, focusing on scaling chapters in NYC, SF, LA, Atlanta, London, and Amsterdam.
- Engages with tech companies and community partners, establishing new collaborations and strengthening relationships with the existing **95 company sponsors** that enhance program offerings and support chapter growth, delivers presentations of outcomes to stakeholders, ensuring clear communication of KPIs and achievements.

### Duke Innovation Co-Lab

August 2023 – Present

*Software Developer & Instructor*

*Durham, NC*

- Builds full-stack applications (Next.js, Rails, React, Docker) and builds educational tools for Duke undergraduates, leading office hours and mentoring students of all experience levels to pursue personal projects.
- Spearheading the development and instruction of novel curriculum, "Building Web Solutions," in Fall 2024, designed to teach full-stack development and software prototyping for Dockerized Rails & React applications with PostgreSQL, **fully enrolled** with 18 students and an additional seven on the waitlist.
- Developed an interactive Javascript game where users combine over 135 items to explore crafting trees, helping students learn about and engage with Duke's Co-Lab resources through hands-on exploration.

### Duke University Code+ Program

May 2023 – May 2024

*Product Manager & Software Engineer*

*Durham, NC*

- Created **PackagePal**, a **package management system** designed to handle the processing and distribution of 150,000 packages annually for 8,000 Duke undergraduates, eliminating the need for students to wait in long lines by implementing features such as Scheduled Pickups and Line Status Indicators.
- Aligned project goals with stakeholders like Campus Mail Services and **Microsoft** to construct a unified vision.
- Led React frontend development, prioritizing reusable components, enabling a cross-device user experience.
- Supervised and revised the product's features and functionality through the pilot program in the 2023-2024 academic year, incorporating feedback and UX enhancements, setting up PackagePal for **launch in August 2024**.

## SKILLS

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- Code: Next.js, React, React Native, Java, Javascript, R, Python, Ruby/Ruby on Rails, HTML/CSS, PostgreSQL, SQL
- Other: Jira, Airtable, Git, Docker, Metashape, ArcGIS, Photogrammetry
- Languages: Italian, Ancient Greek, Latin