

Bora Uyumazturk

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<https://bora-uyumazturk.github.io>

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Education

Stanford University, Stanford, CA

Master of Science in Computer Science (Specialization in Artificial Intelligence)

Sept. 2019 – Mar. 2020

GPA: 4.09 / 4.00

Stanford University, Stanford, CA

Bachelor of Science in Mathematics

Sept. 2015 – Jun. 2019

GPA: 4.03 / 4.00

Honors: Phi Beta Kappa, Graduated with Distinction

Work

Viaduct, Menlo Park, CA

Principal Product Manager

June. 2024 – Present.

- Leading team of 20 across engineering, design, and customer success to deliver **Viaduct's Quality solution**, helping manufacturing organizations discover, investigate, and resolve systemic quality issues.
- Driving product development end-to-end, including 1) gathering customer feedback, 2) writing detailed user narratives, 3) leading technical design discussions, 4) guiding user interface design, 5) conducting usability tests, and 6) shipping.
- Launched product at multiple Fortune 100 companies, overseeing complex data integrations, developing training material, and delivering remote and in-person workshops to hundreds of quality and process engineers, and quantifying ROI.
- Trained new sales engineers to deliver compelling product demos to new prospects.

Senior Product Manager

Aug. 2022 – Jun. 2024

- Identified and pursued new market opportunity in automotive quality. Developed MVP, acquired lighthouse customer, and generated marketing collateral, including a **white-paper** and **blog post**.

Product Manager

July. 2021 – Aug. 2022

- Based on experience from consulting engagements, led team of 3 to develop Viaduct's failure mode engine, a scalable framework for developing VIN-level predictive model for optimized service campaigns, supporting customers such as **PACCAR**.
- Established proposal-based product development pattern based on **Basecamp's Shape-Up**, which we still use today.

Machine Learning Engineer

Apr. 2020 – July. 2021

- Implemented transformer-based embeddings for high dimensional, discrete sensor data using Tensorflow, improving model performance across clients by 20%.
- Started company front-end component library and set up storybook for visual inspection and jest for unit testing. Established and documented approach for creating custom charts using React and d3.

deeplearning.ai, Palo Alto, CA

Head Teaching Assistant (full-time for first 3 months, then 20 hours / week)

Jun. 2019 – Apr. 2020

- Head teaching assistant for **AI for Medicine Specialization** on Coursera.
- Developed assignments and lessons which have reached more than 80,000 students.
- Covered topics such as CNNs, U-Net, survival analysis, Cox proportional hazards, random forests, among others.

Non-Work

Painting (click [here](#) to see my work)

July. 2022 – Present.

- Shortlisted to **Hampstead Art Society's 2025 Summer Exhibition**, one of fewer than 100 works accepted out of more than 3000 submissions.
- Exhibited at Foundry Gallery as part of **2023 Regional Juried Group Show**.
- Taught two painting workshops to art students St. Alban's School and National Cathedral School in Washington D.C.

Websites

July. 2021

- **flipsite**: A business-card inspired personal website layout (using myself as an example). Uses react-spring to implement gesture-based navigation (github.com/bora-uyumazturk/flipsite).
- **leading-pharmacy-chain-vax-map.net**: A playful redesign of the CVS coronavirus vaccine website website. Built using next.js, mapbox, tailwind, and github-actions (github.com/bora-uyumazturk/vaccine-availability-ui).

A Deep Learning Assistant for Cancer Subtype Classification (published in *npj Digital Medicine*) Sept. 2018 – Apr. 2019

- Developed and validated a deep learning powered diagnostic assistant to help pathologists differentiate between subtypes of liver cancer. Created python library for sampling from annotations of whole slide pathology images. Present extended abstract at ML4H conference at NIPS 2019.

Consequences of Social Risk in Small Deliberative Democracies (presented at *RadicalxChange 2019*)

Sept. 2019

- Analyzed the voting behavior of individuals participating in public, consensus voting schemes from a game theoretic perspective. We presented a model of public voting incorporating social pressures, showing the existence of untruthful equilibria. Compared qualitative predictions from model with empirical evidence from Stanford co-op.

Programming Languages and Frameworks I've Used: C, Go, Elixir, Javascript, HTML, SQL

Human Languages I've Used: Turkish, English, Italian, Spanish