

Cloe Cha

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EDUCATION

University of Washington <i>Bachelor of Science in Human-Computer Interaction</i>	Seattle, WA Sep 2022 – Mar 2026
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EXPERIENCE

Associate Product Manager <i>Vial Therapeutics</i>	Sep 2024 – Oct 2025 San Francisco, CA (Remote)
<ul style="list-style-type: none">Reduced protocol preparation time 75% by shipping an AI-powered document generator using Perplexity and Gemini that converts completed pre-clinical research into FDA-ready drafts, eliminating months of manual synthesis.Removed Engineering from the critical path by enabling non-technical teams to self-serve AI document generation through dynamic form logic and iterative editing workflows.Increased core product net promoter score from 17 to 82 over 12 months by identifying recurring pain points through user research and delivering targeted workflow improvements.	
Product Management Intern <i>Vial Therapeutics</i>	May 2023 – May 2024 San Francisco, CA (Remote)
<ul style="list-style-type: none">Eliminated vendor dependency achieving a 97% cost reduction (\$150K → \$5K/year) by replacing a third-party e-signature vendor with an in-house solution embedded into core workflows.Delivered within 9 months by establishing async planning, documentation, and execution processes that improved cross-functional delivery reliability and were adopted org-wide.Partnered with Legal and Compliance to translate regulatory requirements into technical specifications, enabling Engineering and UX to deliver a production-ready, FDA- and GDPR-compliant solution.	
Product Management Intern <i>Spring Health</i>	May 2024 – Aug 2024 New York, NY (Remote)
<ul style="list-style-type: none">Identified root causes of a 7% onboarding drop-off by pairing Mixpanel funnel analysis with 20 async Dscout interviews, informing product leadership decisions on onboarding flow changes.	
Product Management Intern <i>Eachday Health</i>	May 2022 – Aug 2022 Pittsburgh, PA
<ul style="list-style-type: none">Enabled a \$325K pre-seed raise (IndieBio) by delivering a validated MVP through Kanban workflows, weekly standups, and usability testing with 6 educators and 18 students.Validated core product assumptions by running accessibility and usability pilots at a special-needs school, informing MVP scope and de-risking the product for investors.	
Associate Student Researcher <i>Carnegie Mellon University, HCI Institute</i>	Jun 2022 – Aug 2022 Pittsburgh, PA
<ul style="list-style-type: none">Synthesized insights across 28 academic papers by conducting a literature review analyzing core game design components and interaction patterns.	

LEADERSHIP

Capstone Team Lead <i>INFO 492 Intensive Capstone</i>	Sep 2025 – Dec 2025 Seattle, WA
<ul style="list-style-type: none">Led a 4-person team to build an agentic AI system for Puget Sound Energy, prototyping with v0 and implementing with Cursor + Ollama, automating audit record classification for substation operators.	
Selection Director <i>TEDxUofW</i>	Sep 2022 – Mar 2023 Seattle, WA
<ul style="list-style-type: none">Led 10-person student team to manage speaker selection across 150 nominated speakers.Collaborated with selected speakers to refine and finalize their speeches.	

TECHNICAL SKILLS

Languages: JavaScript, Python, SQL, HTML/CSS, Java, Git
Tools: Figma, Jira, PostHog, Mixpanel, Dscout, Excel, Tableau, Looker, Confluence, Intercom, V0, Cursor
Skills: Product Discovery, PRDs, User Research, A/B Testing, Agile/SCRUM, Wireframing, Statistical Analysis