CATHERINE NGUYEN

San Jose, CA

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Work Experience

R1 RCM | Remote

**Product Manager I	Quantum Revenue Performance Solutions AR**	**August 2023 - Present**
**Product Manager I	CloudmedAI Workdriver**	**April 2023 - July 2023**
**Product Manager I	Data Integration**	**August 2022 - March 2023**

- Owned the end-to-end onboarding of more than 5 clients
- Led development of scalable SaaS feature that reduced efforts for 3 internal teams for over 1500 internal users
- Own the scheduling and grooming of 2 week sprints which hit 90% of sprint commitment goals
- Conduct user shadowing to solution for 3 objectives with a combined value of $1.5m
- Lead integration and development of a LLM chatbot for over 5 company applications with over 15000 internal users

NorCal UVSA | Remote

IT Cabinet Staff Lead   **July 2021 - June 2022**
- Led website redesign to match new UX/UI designs which increased web traffic by 20%
- Created and managed accessible event registration pages and payment portals used by 50+ members

Computer Science Department @ SJSU | San Jose, CA

Grader (CS157C)   **March 2022 - May 2022**
- Efficiently graded and recorded assignments for a NoSQL database class consisting of 36 students
- Ensured students understood their mistakes pertaining to NoSQL by including detailed comments on their assignments

Lab Instructor (CS46B)   **August 2021 - May 2022**
- Taught 20-30 students basic data structures in Java using hands-on labs and pair programming
- Ensured students have an adequate understanding of CS course material on pace with CS46B lectures

Asian Student Achievement | Remote

Web Design Intern   **October 2021 - April 2022**
- Oversaw and achieved 100% of tech intern team's projects, deadlines, and reports while director position was vacant
- Increased web traffic by 65.4% and user engagement by 55.56% though website redesign

Jade | Remote

UX/UI Designer   **August 2020 - May 2021**
- Designed user flows and prototypes on Figma curated to user feedback to create a SaaS solution for group management
- Developed 5 website pages with React.js and CSS to create a fully functional website

Projects

Monet | Unity, C#   **March 2022 - May 2022**
2D top down game where the player tries to catch as many monsters as they can to pass the requirements of each level
- Led team of 2 artists and 2 programmers to develop the game's core mechanisms and user interface using Agile SCRUM
- Conducted playtesting and incorporated test player feedback into final product

Car-eservation | MongoDB, Express.js, React.js, Node.js, Bootstrap, Git   **February 2022 - May 2022**
Parking garage automation system that manages parking usage and online reservations for authenticated users
- Led team of 6 programmers to develop application functions, meet deadlines, and weekly goals using Agile SCRUM
- Designed prototypes using Figma curated to user feedback
- Implemented intuitive front-end using React.js, Bootstrap, and CSS

Chat Room | Redis, MongoDB, React.ts, Node.js, Python 3, Git   **July 2021 - August 2021**
Chat room web application that allows for communication between two or more authenticated users
- Designed prototypes using Figma to allow team members to visualize the application and user flow
- Implemented interactive front-end using React.ts and CSS

Education & Certifications

Southern New Hampshire University   **June 2022 - February 2024**
Master of Business Administration, Engineering Management   **GPA: 4.0**

Certified Scrum Product Owner (CSPO)   **January 2023**
Scrum Alliance

San Jose State University   **May 2022**
Bachelor of Science, Computer Science | Summa Cum Laude

Technologies & Skills

Programming: Java, Javascript, HTML, CSS, React.js, MongoDB, MySQL, PHP

CMS: Wordpress, Weebly, Squarespace

Tools: Git, Figma, Google Suite, Microsoft 365, Atlassian Tools, Azure DevOps

Product: Prototyping, Driving Execution, Ideation, Prioritization