

# CATHERINE NGUYEN

San Jose, CA

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## Work Experience

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### 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 over 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 with over 15000 internal users for over 5 company applications

### 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% through 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

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### 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

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### 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

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**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