

Irene Fan

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Work Experience

PROGRAM MANAGER | MICROSOFT | 2018 – PRESENT

I work on the dev platform R&D team on Windows. My primary projects include:

Windows 10 X

- Working with internal engineering teams to define and design features
- Working with OEMs and ISVs to identify the engineering work needed to 1) enable their apps, and 2) enlighten their apps to adapt to dual-screen devices and user experience.
- Designing and running app workshops to help ISV and OEMs develop, debug and deploy 1st party and 3rd party preload apps.

Technology Adoption Programs for Xaml Islands, Web/Edge, Win32 Notifications. Primary goals:

- Validate and adjust current strategies through user studies and interviews.
- Identify potential customers and convert them into early adopters.

PRODUCT MANAGER INTERN | THEMUSE.COM (STARTUP) | SUMMER 2017

I worked on the B2C team for the web app, an all-in-one website for job search. My primary projects include:

Article recommendation system

- Designed and developed an algorithm for personalized article recommendation with topic modeling (unsupervised machine learning). Won the company hackathon with the project.
- Worked with engineers to integrate the algorithm into the web app, which improved the click-through rate by ~215%.

Data visualization and analysis

- Used sunburst diagrams to visualize and analyze user funnel.
- Incorporated this tool with the company's strategic decision-making process.

Education

MASTER OF SCIENCE IN COMPUTER ENGINEERING | JUNE 2018 | PRINCETON UNIVERSITY

- Full scholarship with a TA stipend for 2 years

BACHELOR OF SCIENCE | MAY 2015 | TRINITY UNIVERSITY

- Major 1: BS, Computer Science with Honors (GPA: 3.91)
- Major 2: BA, Business Administration (GPA: 3.85)
- Minor: Management Information Systems

Programming Skills

[Click here for a list of past projects.](#)

C++, Java, Python, MATLAB, JavaScript, C#, SQL, Processing, Scala, Haskell, HTML, CS