

## PROFILE

Agile professional with 7+ years of experience delivering user-centered features, managing product lifecycles, and aligning cross-functional teams—now seeking to grow into a formal Product Manager role.

## TECHNICAL SKILLS

**Languages:** JavaScript, HTML/CSS, SQL, Python, Golang, Java, C++

**Frameworks & Tools:** React, GitHub, JIRA, Confluence, Salesforce, Power BI, Figma, Trello

**Methodologies:** Agile, Scrum, Design Thinking, Sprint Planning, Backlog Grooming, Product Lifecycle Management, User-Centered Design

## EXPERIENCE

### Sabbatical

2023 – present

- Launched a small-scale sticker line as a creative side project, owning concept-to-sale delivery and iterating quickly based on real-world feedback; implemented a 75% revenue share model with local shops, yielding >10x ROI on initial production costs.
- Applied agile product practices by testing pricing, user feedback, and real-world traction to inform design and distribution strategies.
- Pursued self-directed learning in React, HTML/CSS, and product ownership; strengthened skills in web design, UI/UX, and Agile methodologies.
- Demonstrated resilience and autonomy through solo international travel and 3,000+ miles of self-supported bikepacking.

### Camper Van Consultant, Builder, Community Organizer

2021 – 2023

The Viking Sojourner

Anchorage, AK

- Led user-centered feature design across 10+ custom van builds using Agile-inspired workflows prioritized feature sets, planned iterative sprints, and tracked progress using Trello and supply inventory systems.
- Prioritized user lifestyle needs into actionable design decisions and coordinated implementation
- Managed supply-demand logistics and resolved resource constraints in real time, ensuring on-time delivery and client satisfaction across varying budgets and requirements.
- Performed competitive analysis of insulation materials; identified and validated a high-performance alternative 10% cheaper than the market leader—now widely adopted by van builders.

### Application Software Engineer – Persistent Memory

April 2018 – February 2023

Intel Corporation, Developer Relations

Hillsboro, OR

- Captured developer pain points and advocated for critical improvements with engineering — accelerating product adoption and influencing roadmap alignment with real user needs.
- Reduced onboarding time by creating 40+ technical assets—videos, docs, tutorials, and code samples—to improve developer experience and align new users with product vision.

### Program Manager - Intel Community Grants

2019

Intel Foundation

Hillsboro, OR

- Managed and prioritized 5 Intel Foundation grants, aligning initiatives with organizational goals to expand STEM access in underprivileged communities.
- Facilitated onboarding and monthly collaboration as PNW regional grant manager, building stakeholder alignment across a national program spanning five U.S. regions.
- Tracked program KPIs and delivered quarterly impact reports to Intel Foundation leadership, ensuring transparency, accountability, and strategic alignment.

### STEM Program Lead & Curriculum Developer

June 2018 – February 2021

WiSci STEAM Camp | Thinkers & Tinkerers, Intel Foundation

Global

- Designed and delivered STEM programs for 800+ students across the U.S., Africa, and Europe; built inclusive curricula and led hands-on workshops on tech fundamentals.
- Secured buy-in from district stakeholders and corporate partners to launch a new after-school program reaching 500+ 7th graders in the first year.

- Trained and supported 25+ facilitators and volunteers, standardizing materials to ensure consistent delivery across international settings.
- Managed logistics for 20+ global shipments and resolved a critical delivery failure through persistent coordination, ensuring program continuity under pressure.

### **Open Source Software Engineer - Golang**

August 2016 – November 2017

Intel Corporation, Software Defined Infrastructure (SDI) - Snap

Hillsboro, OR

- Led Agile scrum activities on rotation, including sprint planning, backlog grooming, and daily standups to support iterative product delivery.
- Redesigned internal API to address user pain points and align with prioritized backlog items, improving usability, documentation, and integration for external developers.
- Proactively identified inefficiencies in internal processes, self-taught needed tools, and implemented improvements that streamlined workflows and enhanced the customer experience.
- Translated customer and business needs into actionable product requirements and technical specifications, ensuring engineering alignment.

### **Analytic Software Engineer – C++/C#**

July 2015 – August 2016

Intel Corporation, Distributed Infrastructure Analytics (DIA)

Hillsboro, OR

- Supported network config and virtual machine deployment to enhance infrastructure reliability.

### **Earlier Experience**

- Supported Intel internal infrastructure and virtual machine deployment, enhancing system reliability
- Co-founded a coding education startup, won a grant-funded pitch competition, and delivered 4 training sessions to 60 adults—addressing gaps in equitable tech education and workforce readiness.
- Co-taught AP Computer Science to 65 students with an 85% AP exam pass rate; iterated curriculum using data-informed teaching strategies and student feedback loops.
- Designed 3 curriculum-based programs and delivered 6 summer sessions to ~90 youth using user-centered, iterative instruction.

## **EDUCATION**

**Bachelor of Science, Mathematics**, Minors: **Computer Science, French**, Western Washington University (WWU), Bellingham, WA. GPA: 3.3, June 2015

**Project Management Crash Course**, WWU Extended Education, Bellingham, WA. May 2015

**Associates of Arts**, Focus: **Mathematics**, Centralia College, Centralia, WA. GPA: 3.75, June 2012