

# Jessica Yang

Experienced product manager with interdisciplinary design and technical background

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## Professional Experience

### Microsoft

**Senior Product Manager**, 2022 – present, Cambridge, MA

- Deliver complex features contributing to \$XX million of upsell revenue for Microsoft Intune endpoint management software, working with cross-functional teams across multiple geographies.
- Drive partnerships with ruggedized and VR/AR partners including Zebra, Meta and Qualcomm, unblocking technical collaboration and opportunities for joint customer value.
- Lead Intune expansion to Android Open Source Project devices, which will bring the product to new verticals and regions where AOSP devices are more common.

**Program Manager 2**, 2018 – 2022, Cambridge, MA

- Expanded Intune into the Android ruggedized device market by identifying and delivering features for this market, scaling from zero to several hundred thousand devices under management in 3 years.
- Shipped industry leading UX for a new device management standard. Collaborated with Google and OEMs on updates to the technical specification and standards enforcement.
- Ensured continued success of Intune Android in China. Led company-wide projects on creating push notification solutions for devices without Google access; met local customer needs and regulatory requirements.

**Program Manager**, 2016 – 2018, Cambridge, MA

- Defined, prioritized and drove high quality end user experiences on iOS, macOS, web, Windows, infra.
- Led complete rewrite and redesign of legacy web app, doubling NPS and creating 10x speed improvement in core user flows, while laying foundation for new web-based features.
- Drove org-wide initiatives e.g. led initiative designing new features on trust and privacy, branding updates for 5 different Microsoft apps, to improve end user perception of Intune and Microsoft.

**UX Designer**, 2021, part-time, remote. Volunteered to help understaffed design team.

- Delivered designs (prototypes through high-fidelity) for multiple Intune Android apps and features.
- Created design guidelines and Figma component libraries to increase future design velocity.
- Participated in UX team design critiques; leveraged my position to improve PM/UX collaboration.

## Education

**Yale University**, 2012-2016, New Haven, CT

- B.S. Computer Science. Research experience in human-robot interaction and neurofeedback.

## Volunteer Experience

- Board Member, **GLEAM New England (Microsoft LGBTQ ERG)**, 2017 – present
- Speaker, **Grace Hopper Celebration** (2x) and various recruiting and local D&I outreach events
- STEM Outreach Pen Pal, **Letters to a Pre-Scientist**, 2019 – present