LIANI LYE

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WORK EXPERIENCE

Product Manager / Core Team Member @ Code for America: Boston Brigade   Aug 2017 - current

Focus on civic tech projects; work with senior members to shape organizational direction and culture.
- Crafting complexity-appropriate solutions by collaborating with 4 government and nonprofit clients
- Defining features and setting milestones to guide 30+ engineers, designers, and citizen activists
- Proposing, designing, and implementing strategy/ops initiatives, including: framework to support teams' alignment with mission; standardized onboarding and workflow processes; and switched to a more equitable food vendor

Project Manager @ Design that Matters: Entrepreneurship & Design Capstone   Sept 2016 - June 2017

10-month consulting work: team of 8. Product: newborn warmer complementing award-winning phototherapy device.
- Balanced blue-sky ideas, medical need, & business strategy / manufacturing capabilities by defining project scope, requirements, and deliverables; turned client's mockup into functional proof-of-concept in 3 months
- Led product-market fit efforts and intensive user research (incl. 200+ user interviews); led 2 international fieldwork trips
- Segmented market and identified price points through sensitivity analysis; identified 5 new customer segments
- Identified and implemented product changes; decreased projected production costs by 30%

Software Engineering / Product Owner Intern @ IVANI   Jan 2016 - Aug 2016

8-month internship. R&D to create test platform for dev team, integrating 3rd party sensors to wirelessly locate reverse-beacon.
- Patented Reverse-Beacon Indoor Positioning System Using Existing Detection Fields in 2-person team; boosted company assets by $300K
- Designed, implemented, and optimized algorithms, and wrote firmware for sensor hardware
- Recommended Agile practices to 6-person development team, shifting to iterative vs. deadline-driven development

Engineering Education Researcher @ Olin EASE Lab   May 2015 - Aug 2015

4-month internship in generalist role for new lab focused on STEM education for marginalized populations..
- Mentored 2 middle-school students 2x weekly in electronic scooter accessory design, fabrication, and testing
- Introduced 200+ children to prosthetics and rapid prototyping by creating lasercut kits; showcased at Boston Children's Museum and TEDxBeaconStreet

Software Development Intern @ Systems and Technology Research   May 2014 - Aug 2014

4-month internship: team of 3. Created product using firm's tweet-aggregation technology for DARPA contract. Frontend development with JavaScript and D3 and existing Mongo backend.
- Designed, architected, and built commercial Twitter data visualization web-app
- Set product features by conducting competitive landscape research and usability tests

SOCIAL INITIATIVES

Community Engagement
- Created & facilitated *Cultural Conversations*: discussion series around race, ethnicity, and culture
- Co-led *EO Task Force*: translated Feb. 2017 federal executive orders into layman's terms for student body
- Coordinated *Design Challenge*: annual teamwork challenge for prospective admits

Entrepreneurship and Social Ventures
- Self-studying food-based social ventures
- Launched cross-campus bootcamp: human-centered design meets Agile product / venture development

SKILLS

Design: Framework generation, human-centered design, user research, feature definition, wireframes, Adobe & Google suite

Software: Python, JavaScript, d3, HTML, CSS, R

Project Management: Agile, stakeholder relations, cross-functional team facilitation, documentation and presentation, process tests

EDUCATION

Olin College of Engineering: Dec 2018
BS General Engineering: GPA 3.37
Experience: Product dev. for underserved populations