

# LIANI LYE

product x operations x engineering

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## WORK EXPERIENCE

### Core Team Member / Product Manager @ Code for America: Boston Brigade

Aug 2017 – current

*Serving as product manager for civic tech projects, and working with senior members to shape organizational direction and culture.*

- Interface with nonprofit and government clients to identify needs and craft complexity-appropriate solutions
- Defined features and set milestones to guide 30+ volunteer engineers, designers, and citizen activists
- Championing strategy/ops initiatives, including: framework for supporting teams' alignment with mission; standardizing onboarding and workflow processes; & switching to a more equitable food vendor

### Project Manager @ Design that Matters: Design & Entrepreneurship Capstone

Sept 2016 – June 2017

*10-month consulting capstone in team of eight. Led engineering, design, and business teams to transform client's mockup into robust proof-of-concept with market needs analysis. Product: newborn warmer complementing award-winning phototherapy device.*

- Defined project scope, requirements, and deliverables to balance blue-sky ideas, medical need, & business strategy / manufacturing capabilities
- Conducted 20+ interviews in US, Vietnam, and remotely to identify user needs and run usability tests
- Performed regular quality reviews to ensure alignment with timeline and stakeholder needs

### Software Engineering / Product Owner Intern @ IVANI

Jan 2016 – Aug 2016

*8-month internship. R&D project to create test platform for dev team. Platform integrates 3<sup>rd</sup> party sensors to wirelessly locate reverse-beacon position and boosts company assets by ~\$300K. Algorithmic development in Python.*

- Work resulted in patent: Reverse-Beacon Indoor Positioning System Using Existing Detection Fields (pending)
- Designed and optimized algorithms, and wrote firmware for sensor hardware
- Introduced agile and documentation practices that were picked up the rest of the development team

### Engineering Education Researcher @ Olin EASE Lab

May 2015 – Aug 2015

*4-month internship in generalist role.*

- Mentored two middle-schoolers in electronic scooter accessory design, fabrication, and testing
- Created lasercut kits introducing children to prosthetics and rapid prototyping; showcased at Boston Children's Museum and TEDxBeaconStreet

### Software Development Intern @ Systems and Technology Research

May 2014 – Aug 2014

*4-month internship in team of three. Tasked to develop a product using company's tweet-aggregation technology for DARPA contract. Frontend development using JavaScript and D3; dabbled with Mongo backend.*

- Designed, architected, and built commercial Twitter data visualization web-app
- Conducted market research and usability tests

## SOCIAL INITIATIVES

### Community Engagement

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

### Entrepreneurship and Social Ventures

- Self-studying food-based social ventures
- Board member of campus entrepreneurship group
- Launched cross-campus bootcamp: human-centered design meets agile product / venture development.

## SKILLS

### Languages & Frameworks

Proficient: Python, ROS, Git, JavaScript, D3, HTML, CSS  
Have exposure: React, C++

### Prototyping

Physical: Lasercutting, 3D printing, foam modeling, sketching  
Digital: Wireframes, Adobe suite, Google suite

## EDUCATION

### Franklin W. Olin College of Engineering

BS Robotics Engineering; May 2019; GPA 3.37