Mark Emery

Toronto, ON

Skills & Qualifications

- Agile experience sprint planning, managing backlogs with JIRA, and writing documentation in Confluence
- Proficient in product and graphic design using Figma and Adobe CC
- Extensive knowledge of Python, Java, SQL, C++, and JavaScript
- Strong leadership, communication, and time management skills developed through past internships

Personal Information

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Education

University of Waterloo   Class of 2020

- Bachelor of Applied Science in Computer Engineering, with Distinction
- Cumulative GPA of 82
- Relevant technical courses include: Software Design and Architectures, Computer Security, Photonics, Databases, Computer Networks, Information Retrieval, and Embedded Software

Work Experience

Lifion by ADP:// Technical Product Owner Intern

New York, NY   Sept- Dec 2019

- Owned the product vision, roadmap, and strategic direction for the redesign of the metadata development platform, used company-wide
- Achieved stakeholder buy-in for a new logging visualization feature by conducting research, creating mock ups, and giving presentations
- Coordinated cross-functional efforts with designers, other product managers, and locally & internationally-based engineering teams

Vineti:// Platform Product Manager Intern

San Francisco, CA   Sept- Dec 2018

- Managed the platform team as we created the first iteration of our business process management service, based on Camunda
- Documented the front-end translation of the platform, connecting user facing iconography and navigation with our back-end validation
- Translated complex feature request documents from clients into valid and achievable technical specifications, epics, and user stories

Salesforce.com:// Technical Program Manager Intern

Bellevue, WA   Jan-Apr 2018

- Helped create project proposals and design docs, defining the underlying technologies needed to create an accessible and valuable IaaS product
- Wrote Python scripts to collect, parse, and format raw data gathered from data centers to support decisions with quantitative results
- Analysed various cloud infrastructure tools using decision matrices and gap analysis, ensuring data could be easily ingested by all stakeholders

Personal Projects

ReelTime: An Automated Sports Highlight Generator

Award Winner   May 2019 - Apr 2020

- Worked alongside four other computer engineering students to design, develop, and iterate on a Python-based sports highlight generator
- Built a fully functional MVP, by leveraging audio processing and a Deep Convolutional Neural Network (CNN) based on R-CNN called YOLO
- Defined KPIs and set usability & performance goals, giving transparency to team members as we progressed and quantifying levels of success

Ripe: Consume, Share, and Create Fresh Content

Group Project   Jan 2020 - Apr 2020

- Developed an android app and a corresponding backend using Flask to handle API calls, on a team of four computer engineering students
- Created a demoable product, complete with Facebook authentication, Azure blob storage to store content, and an intuitive UI using cards