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MILENA XÓCHITL GONZÁLEZ

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EDUCATION

Rensselaer Polytechnic Institute

B.S. in Computer Science: 3.46/4.0

Troy, NY

May 2020

- Coursework: Data Structures, Foundations of Computer Science, Principles of Software, Software Design

EMPLOYMENT

Microsoft Corporation

Redmond, WA

Product Manager | Project Xcloud (Game Streaming)

September 2020 – present

- Defined product strategy for integration of touch feature support for Xbox games which resulted in a **2-5x increase** in monthly active users and engagement per touch-supported title across the Cloud Gaming catalog
- Collaborated with key stakeholders to identify gaps in and optimize our developer experience by actively driving conversations with our **200+ partners** focused on new tooling capabilities and product vision and roadmap
- Led a team of **5-8** engineers as the domain expert in touch experiences and associated developer tooling for the Xcloud game streaming platform
- Provided engaging touch experiences for players, increasing touch only cloud gamers to **20%** of users on Xcloud
- Increased Xbox's Game Pass subscriptions by **300,000+** by planning, designing, and delivering feature improvements and cloud gaming tools that brought Epic's Fortnite to millions of players for free within the first 2 weeks of launching

Microsoft Corporation

Redmond, WA

Product Manager Intern | Managed Desktop

May 2019 – August 2019

- Optimized the onboarding process by centralizing integration of MMD services into customer environments to empower IT Administrators to take more actions without the assistance of the Operations team, reducing the number of support requests by over **10%**
- Led design and development of features in the Azure Cloud Computing Services Portal which eliminated the need for IT Administrators to rely on scattered documentation and tribal knowledge, reducing the enrollment process time by **50%**

ACTIVITIES & LEADERSHIP

Microsoft Corporation

September 2020-present

- Served as a Community Ambassador representing business and products in industry programs such as Twitch, the Game Developer Conference, and GameStack to further educate players and developers on advancements in Xbox Cloud Gaming
- Diversity & Inclusion Program Lead, developed programs like the D&I Conversation series to provide a platform for a variety of speakers across the industry to promote the unique experiences and perspectives from historically unheard voices
- Co-Lead of the Xbox Intern Program 2021 & 2022, planned, organized, and executed several programs throughout the summer including a series to spotlight different leaders across the industry, a game development informational, and social events for interns to build community

Rensselaer Jack Hollingsworth Prize | *Nominated*

May 2020

- Recognized by the Department of Computer Science for outstanding achievements and contributions to the educational program at RPI

Rensselaer Phalanx Leadership Society | *Nominated*

March 2019

- Nominated as a student who distinguished themselves in areas of leadership, service, and devotion to the alma mater

Rensselaer Center for Open Source (RCOS) | *Mentor, Project Lead*

August 2017-2020

Coding&&Community | *Founder*

April 2017-2020

- Founded this volunteer-based club dedicated to expanding the accessibility of computer science education to 500+ underrepresented students in Troy, NY in order to close the disparities in tech related to race/ethnicity, gender, and socioeconomic status