

Nicolas Pak

Product Management

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EDUCATION

INDIANA UNIVERSITY

Bloomington, IN | August 2016 - May 2020

GPA: 3.438/4.0

Bachelor of Science in Informatics

Minor: Human Computer Interaction

EXPERIENCES/PROJECTS

Undergraduate Research Internship | Bloomington, Indiana

Zero Waste Mobile Application Project | Jan 2020 - Present

- Applied for and was selected as a research candidate, leading 3 team members using Agile/Scrum throughout the UX project development process.
- Gathered data from Green Camino compost/waste management company by conducting interviews, observations, surveys to understand and visualize the current waste management methods, practices and waste management technology.

Healthcare Journey Lab | Bloomington, IN

Research Team Web Development Project | Aug 2019 - Present

- Wireframed the team website using Adobe XD and developed the research team website using HTML, CSS, JavaScript, Angular and Bootstrap to allow both lab members and non members to access the lab website, allowing people to view the latest news in the lab and to display current studies conducted by the lab members.
- Conducted a usability testing to all 40 team members after a one month design sprint. Gained the data and feedback from the users, and improved the time of site accessibility by 2 seconds.

Nube9 | Seattle, WA

Product Manager Intern | May 2019 - August 2019

- Understood the company's user's needs through user feedback and competitive research, to shape and execute the company's roadmap.
- Prioritised, tracked, coordinated and communicated on projects, issues and tasks with 20 Intern team members using JIRA.
- Designed a shirt content using Adobe Illustrator, and conducted a user testing to 50 people after 3 Agile design sprints, increased the sale of shirt by 36%.

LEADERSHIP

UX Design and Research Club | Bloomington, IN

President, Co-Founder | Aug 2018 - Present

- Founded the UX Design and Research club at Indiana University with 4 other UX/HCI undergraduate students to help undergraduate students and graduate students to fulfill their experiences as a UX Designer/Researcher.
- Managing and communicating with the club executive board members using JIRA to plan for weekly UX meeting activities such as UX mock interview practices and UX project workshops.
- Increased the membership from 30 people to 64 people by actively coming up with the club flyer using Adobe Illustrator.

METHODS

Agile/Scrum
UX | UI Design
Saas Solution
SDLC

Product Roadmaps
Product Strategy
User Research
Financial Modeling

SOFTWARE

HTML/CSS
JavaScript
JSON
SASS

SQL
C++
Python
Java