# SAM WANG

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## The University of Texas at Austin

B.A. Computer Science
Class of 2016

## Product

Agile/Scrum
Rally/Confluence
Feature Development
Road Mapping
Prioritization

## Languages

Swift
Javascript
HTML
CSS
Java

## Technologies

Kubernetes
AngularJS
Karma/Jasmine
iOS

## Dev Lifecycle

Unit Testing
Version Control (Git)
NPM/Bower
Cocoapods
Unix/Linux

## Design

Visual Design
Interaction Design
Wireframing
Prototyping
Sketch
Adobe XD
Photoshop

## GE DIGITAL

### Senior Technical Product Manager / July 2018 - Current

- Currently on the PaaS (Platform as a Service) team responsible for the platform layer within the Predix Cloud Offering from GE
- Enforced Agile/Scrum Methadologies to help team deliver multiple releases on time
- Worked across multiple dependencies (Security, Infrastructure, Customers) to help team build a Kubernetes service
- Created an onboarding process for new users within the Kubernetes service
- Helped multiple team prioritize efforts based on company initiatives
- Maintained a backlog of features adhering to product roadmap and kept services running at 99% uptime

### Technical Product Manager / July 2017 - July 2018

- Technical Product Management for two teams
  - PaaS (Platform as a Service)
  - GE Operating Standards (Application Development for Baker Hughes GE)
- Worked across multiple cloud engineering service teams for multiple initiatives on technical documentation, product delivery, and product support
- Maintained feature requests, enhancements and triaged feedback across multiple stakeholders
- Managed multiple application releases

### Software Engineer / July 2016 - July 2017

- Front End development on a various scrum teams across multiple business units (GE Power Digital, GE Digital, Baker Hughes GE)
- Developed and designed core UI components for multiple products for various use cases ranging from analytics dashboards used within power generation facilities to financial metrics dashboards utilized for cost analysis across company orgs
- Utilized AngularJS, Karma/Jasmine Unit Tests, NPM/Bower package managers, Jenkins, and various APIs/Services
- Ensured all features developed adhered to proper coding standards (90%+ code coverage), branching process, CI/CD pipeline
- Utilized several backend services, APIs

## TARGET

### iOS Software Engineering Intern / Summer 2015

- On the Target stores innovation team
- Developed and designed iOS application to prove out viability of indoor positioning systems for optimal path finding within stores
- Utilized Swift, Xcode, Core Location, MapKit, Cocoapods (SwiftyJSON, Alamofire), Target Stores API, Github, and various SDKs for the hardware being used
- Ultimately led to help prove out viability of indoor positioning within stores, Target has already announced rollouts of indoor positioning technologies within stores